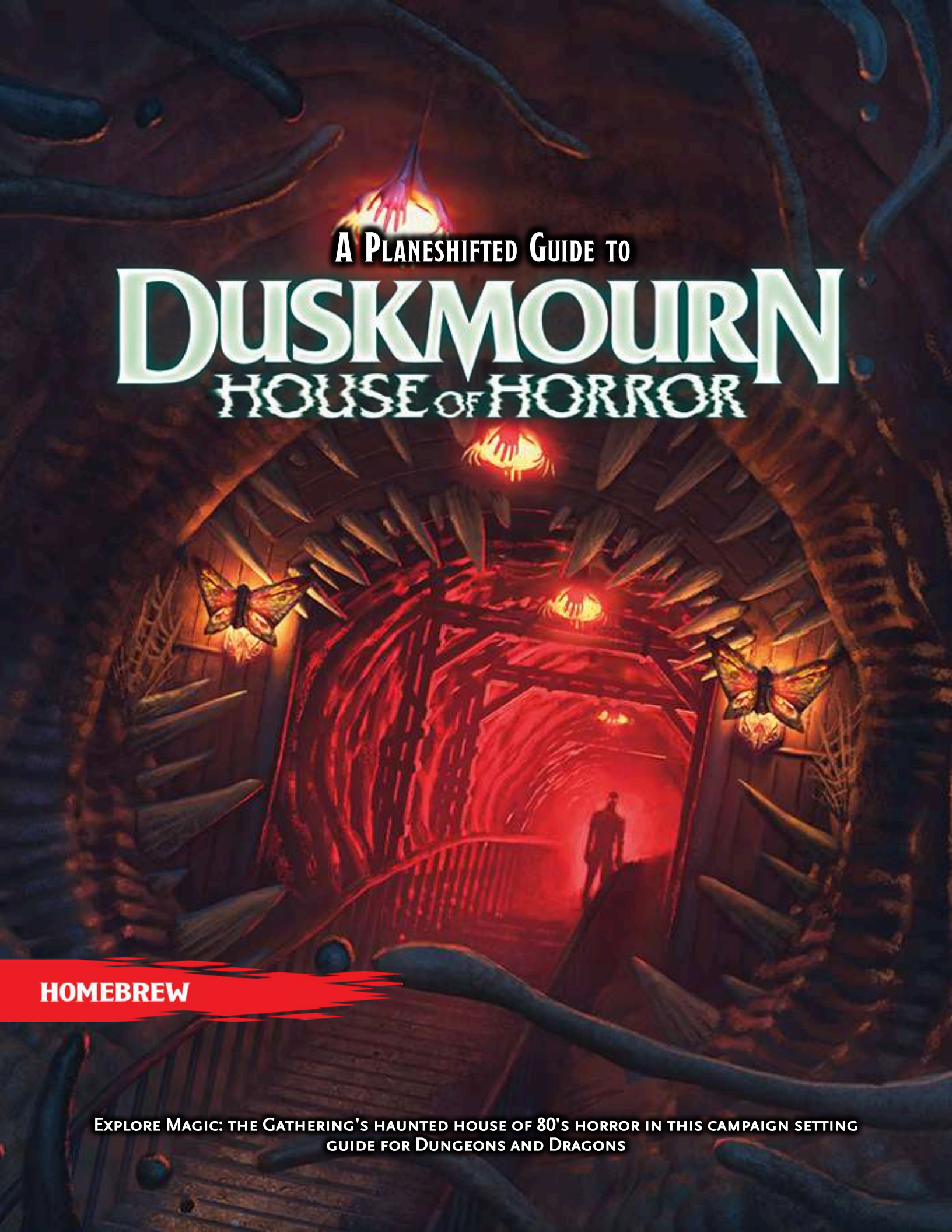


Explore Magic: the Gathering's haunted house of 80's horror in this campaign setting guide for Dungeons and Dragons

Credits

Lead Designer: Gabe Rodriguez, aka /u/letterephesus

Illustrations from: Magic: the Gathering
Cover Art: Martin de Diego Sádaba, Wizards of the Coast
Artists: Aaron Miller, Abz J Harding, Alexandre Honoré, Anna Christenson, Antonio José Manzanedo, Bartek Fedyczak, Billy Christian, Borja Pindado, Brian Valeza, Bryan Sola, Campbell White, Carlos Palma Cruchaga, Cristi Balanescu, Dan Watson, Darren Tan, David Astruga, David Szabo, Domenico Cava, Elizabeth Peiró, Fajareka Setiawan, Greg Staples, Helge C. Balzer, Inkognit, Ivan Shavrin, Jodie Muir, John Tedrick, Joshua Cairos, Josu Hernaiz, Josu Solano, Justine Cruz, LA Draws, Lauren K. Cannon, Liiga Smilshkalne, Loïc Canavaggia, Marco Gorlei, Marta Nael, Martin de Diego Sádaba, Mathias Kollros, Maxime Minard, Michele Giorgi, Miranda Meeks, Mirko Failoni, Néstor Ossandón Leal, Nino Is, Olivier Bernard, Oriana Menendez, Raymond Bonilla, Sam Burley, Sam Wolfe Connelly, Steve Ellis, Tyler Walpole, Wero Gallo, Wisnu Tan

Based on information from: The MTG Wiki, Magic Story: Bloomburrow, Magic: the Gathering cards from the *Duskmourn*, *Duskmourn Commander*, and *Alchemy: Duskmourn* sets

Created with: GMBinder, Detect Balance Spreadsheet for Custom Races by u/jwbjerk, Adapted code from Blackthorn Dark Theme by Blckthorn, D&D Watercolor Stains by Jared Ondricek

Support Planeshifted Guides

These guides wouldn't be possible without the support of the players and DMs who use them. Show your support for the Planeshifted Guides project through my Patreon, or by buying me a coffee. Thank you!

DM's Version

You are currently viewing the Dungeon Master's Version of this guide. You can download the DM's Version PDF of this guide.

Player's Version

If you are a player, please instead download the Player's Version of this guide.

Supporters who made this possible: A.J. Torres, Abner Castillo, Adam B, Alex Garrick-Wright, Alun Howard, Anansi Dragon, Andre Beshta, Andre Paquim, Andrew Fielder, Anonymoose238, Antoine Polignone, Astus, Bellaco01, BloodStasis, Brady, BrettPlatt, Bruno Arcand, Bryce Haertjens, Caroline Magoulas, Chris Tipton, Cody Westerlund, Dallas, Daniel Clark, David Cummings, Der Zweifler, Donovan Lowell, Echo Rowan, ecwscorpion209, Eric Koger, Finn the Human, Gabriel Regli, Guilherme Mello, Hannah Flayhan, Harrison Jansma, Isaac Swisher, Jacob Beauchamp, Jesse D Miers, Joseph Joffe, Kevin, KJ Fisher, Korrakach, krenkos biggest admirer, Leondatwani, Linkaning, Llewelyn Shingler, Logan Harris, Marvl101, Mason Jones, Matthew Wood, Nathan Broderick Mathews, Nayla + Steve Caruso, Nebulous, Niknak 247, ReaperTheWolf, Richard Rivera, RocketTurtle, Shaun Sullivan, Shawn Advincula, SlowDisco, Sophie Forster, Tyler Wells, zen magus

Thank you all, you rock!

Other Planeshifted Guides

Bloomburrow, a plane of forest critters
Thunder Junction, a Wild West setting
Eldraine, a setting of Fairy Tales
New Capenna, a 1920s noir, mobster, and art deco setting
Kamigawa, inspired by cyberpunk and Japanese culture
Unfinity, a retro sci-fi space setting
Phyrexia, inspired by biomechanical horror
Kaldheim, inspired by Norse mythology
Tarkir, inspired by dragons and east asian cultures
Zendikar, a plane of adventure and eldritch monsters
Ikoria, a mutation monster manual
Ravnica, a metropolis plane of warring guilds
Amonkhet, inspired by ancient Egypt
Ixalan, inspired by pirates and mesoamerica
Innistrad, inspired by gothic horror
Alara, a fractured plane reunited
Lorwyn-Shadowmoor, inspired by celtic mythology

Changelog

- Version 1.4
  - Updated species: Dauthi, Elf, Vampire
  - Added Keys to the House magic item
  - Added Bloodied to rules glossary
  - Updated art credits
  - Various Fixes
  - Updated monsters: Cellarspawn (all), Flesh Burrower, Glitch Ghost,
  - Added monsters: Altanak, Master of Keys, Moth, Moth Swarm, Mindskinner, Oculus Peeper, Oculus Eye, Jolly Balloon Man, Lord of Pain, Slime, Unsettling Twins, Valgavoth, Swarmweaver

A Planeshifted Guide to Duskmourn: House of Horror is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

This document was created solely for private use. All rights are retained by the owners of trademarks and copyrights of the content within this document. This document, in part or whole, cannot be reproduced for the intent of retail sale or personal gain except by those said interested parties or by others with legal, written consent by said parties.

Contents

Welcome to Duskmourn 4
Ch. 1: Life in Duskmourn 5
History 5
The House 5
Cycles 5
Doors 5
Locations 5
The Mistmoors 6
The Floodpits 6
the Balemurk 7
The Boilerbilges 7
The Hauntwoods 8
The Below 8
The Carnival 9
Safe Zones 9
Ch. 2: Create Your Character 10
Languages 10
Ch. 3: Species 11
Parts of a Species 11
Species Descriptions 11
Dauthi 12
Elf 13
Formless 14
Human 15
Kor 16
Overgrown 17
Vampire 18
Ch. 4: Backgrounds 19
Parts of a Background 19
Other Backgrounds 19
Background Descriptions 19
Benefactor 19
Doorblade 19
House Institute 19
Lone Survivor 19
Ch. 5: Magic Items 21
Ch. 6: Spells 24
Appendix A: Monsters 27
Appendix B: The House 73
Appendix C: Rules Glossary 74

JAVIER CHARRO

ANNA CHRISTENSON

Welcome to Duskmourn

Duskmourn is a setting from Magic: the Gathering inspired by horror media, particularly that from the 1980's. The entirety of this plane of existence is an infinite haunted house, under the control of a powerful moth demon. The house is alive and full of many different rooms of horror and terrifying inhabitants. The plane's surviving inhabitants are joined by visitors from other planes who find themselves in Duskmourn after opening mysterious interdimensional doors.

About This Book

This book is an in-depth guide to using Magic: the Gathering's plane of Duskmourn as a setting for a *Dungeons & Dragons* 5th edition campaign. It guides players and the Dungeon Master through the process of creating characters and adventures set in this world. It is divided into the following sections.

Chapter 1 provides an overview to Duskmourn, including the many zones and locations in the House.

Chapter 2 details how to create Duskmourn characters.

Chapter 3 presents the seven new species of Duskmourn.

Chapter 4 presents four new background options for Duskmourn survivors.

Chapter 5 describes magic items unique to Duskmourn.

Chapter 6 presents seven new spells for Duskmourn spellcasters.

Appendix A present 30+ new Monster stat blocks.

Appendix B provides maps for the rooms of the House and rules for their Hazards. (Work in Progress)

Appendix C is a Rules Glossary, provided to increase compatibility when using this guide with the 2014 ruleset.

Life in Duskmourn

Duskmourn is a modern-looking world, including electronics like television sets, mechanical devices like chainsaws, and 80's style fashion like sneakers. Its original name now long forgotten, the plane once had varied geography, including mountains, seas, coasts, and cities. But decades ago, the entire plane was engulfed in an endless haunted mansion filled with horrors.

History

In its deep past, Duskmourn was a high fantasy plane in which dragons attacked cities. It was composed of three parts: a physical realm and two immaterial realms inhabited by spirits and demons respectively. Magic was scarce, and controlled by very few, leading people to learn the art of summoning. This led to the advancement of the plane, both magically and technologically, and its growing awareness of the larger Multiverse. The demon Valgavoth, who was imprisoned in a house within the physical realm, expanded the barriers of the House and swallowed the entire plane in a period of chaos known as the Ascension, folding the demon realm into the physical and pushing the spirit realm to the edges of the plane's boundaries with the Blind Eternities.

To sustain a kind of long-term population, a twistedly symbiotic relationship between the House and its participants evolved. The House needed to provide a few safe zones for people to feel momentarily safe so that their fear could ferment. The House also restocked foodstuffs occasionally, packaging included, as bait. Foragers knew this, but they had to play the game anyway.

The House

The House is no ordinary building; it's a living, plane-spanning entity that thrives on the fear of its inhabitants. The House is the world, and the world is the House. Its rooms are constantly shifting, changing more significantly when not observed. Sometimes there seem to be outside environments, but there is always a door or window leading to the next room. The moths that are the symbol of Valgavoth appear everywhere. Each moth has multiple eyespots on their wings, functioning as the eyes of the house. If you can see a moth, the house can see you.

Cycles

Harrowings occur whenever Valgavoth molts out of his latest form and into a new body. The surge of malevolence that comes with this rebirth extrudes a fresh wave of cellarspawn into the House. It also sends out a psychic ripple that incites cultists, razorkin, and other monstrous entities to increased viciousness, bloodlust, and paranoia. Harrowings typically only last a few days. Harrowings are offset by Quiescences, which occur right before Valgavoth molts. With all his attention turned inwards to focus on his new growth, the House falls into a temporary lull that's as close to safety as it ever gets. Quiescences typically last a few weeks, giving survivors much-needed time to recuperate and prepare themselves for the upcoming Harrowing.

Doors

After the Ascension, Valgavoth could open doors to other planes, at great cost. Following the opening of the Omenpaths, this became much easier for him, allowing him to bring in victims from across the multiverse. The doors to Duskmourn can appear anywhere on the plane, usually emblazoned with a moth motif, and any unwitting or curious denizens who open the door will find themselves trapped in the House.

Locations

An older house with a black shingle roof, gray-brick facade, and gargoyles on its rafters, the House originally rested in a middle-class suburban neighborhood on the corner of a street near the woods. The House went through at least a dozen owners, one of whom summoned Valgavoth, hoping to use him as a simple service spirit, but panicked upon learning of his power and imprisoned him in the basement, fleeing. After Valgavoth's Ascension, his consciousness has imbued the House with a base level of sentience and awareness of everyone inside. Though it is infinite, eternal, and all-encompassing on the plane, it is composed of five nebulous and ever-changing zones that each contain a series of "rooms," though they often bear little resemblance to normal rooms.

MARCO GORLEI

THE MISTMOORS

Empty foyers that ring with eerie silence. Corridors lined with uncanny marble statues and draped with white fabric that ripples in unfelt breezes. Cobwebbed attics beneath towering arched eaves. Stacked terraces drowning beneath ceaseless eroding sand.

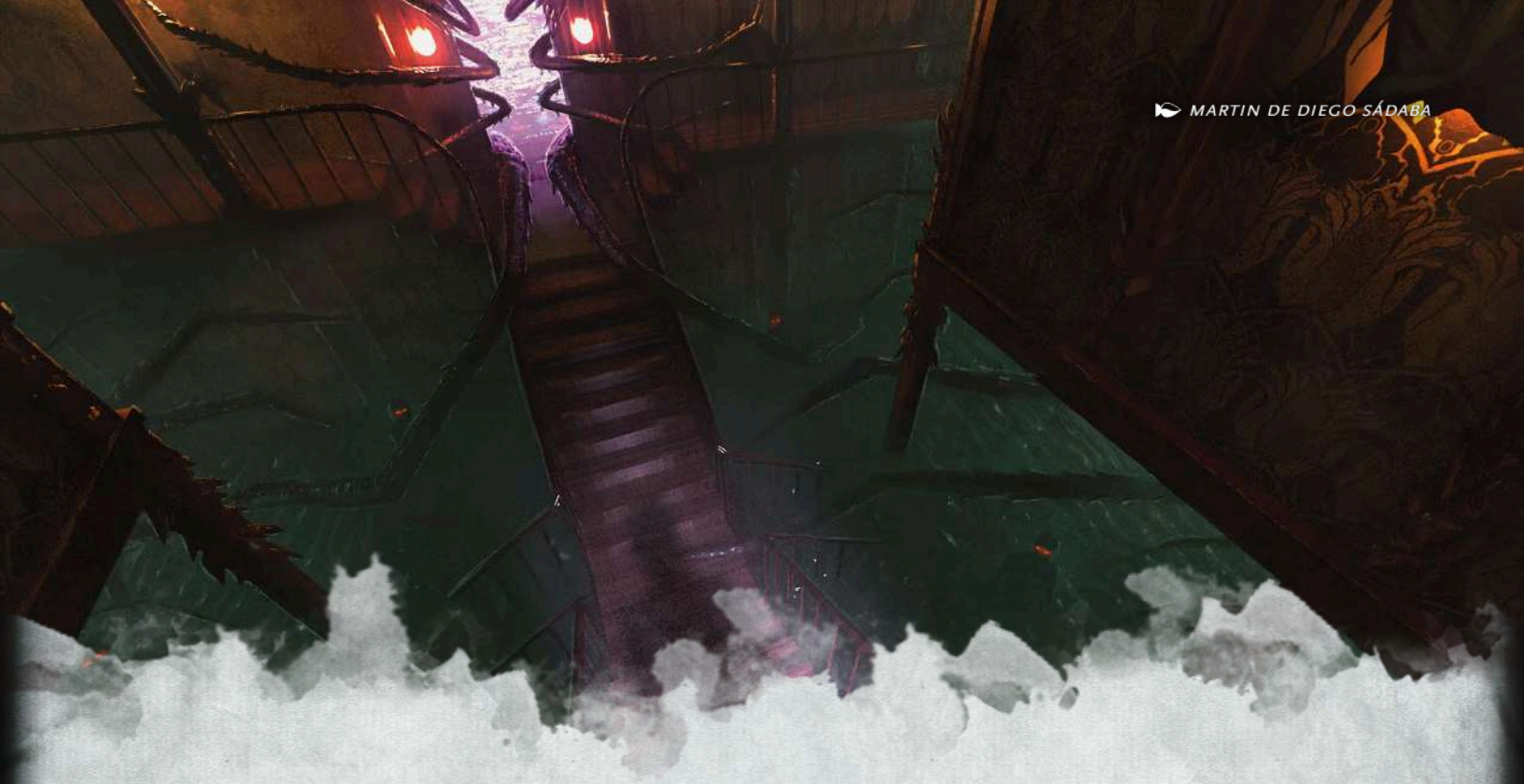
The Mistmoors is full of vast, echoing spaces that unsettle and unnerve. Rooms in this zone are typically characterized by white stone architecture, billowing drapes, drifts of windblown sand, and flat gray skies with no visible sun.

THE FLOODPITS

Frozen subterranean lakes. Screen-lined corridors that breathe a cold, obscuring fog. Twisting staircases that you can walk onto but never off of. Libraries where waterfalls pour into waist-high lakes of sodden pages. Damp, musty bedrooms mottled with unsettling water stains.

The Floodpits is home to the most physics-defying environments of the House, full of surreal passages and impossible architectural juxtapositions. Rooms in this zone tend to feature water in some form—liquid, solid, or gas—as well as water stains and wall-spanning banks of staticky screens.

RAYMOND BONILLA



MARTIN DE DIEGO SÁDABA

THE BALEMURK

Lightless foyers of rotting floorboards knit together by unpleasantly dripping spiderwebs. Bogs riddled with gravestones and punctuated by withered, grasping trees. Basements sunk in ominous gloom, whose shadowy corners seem to move when glimpsed from the corner of your eye.

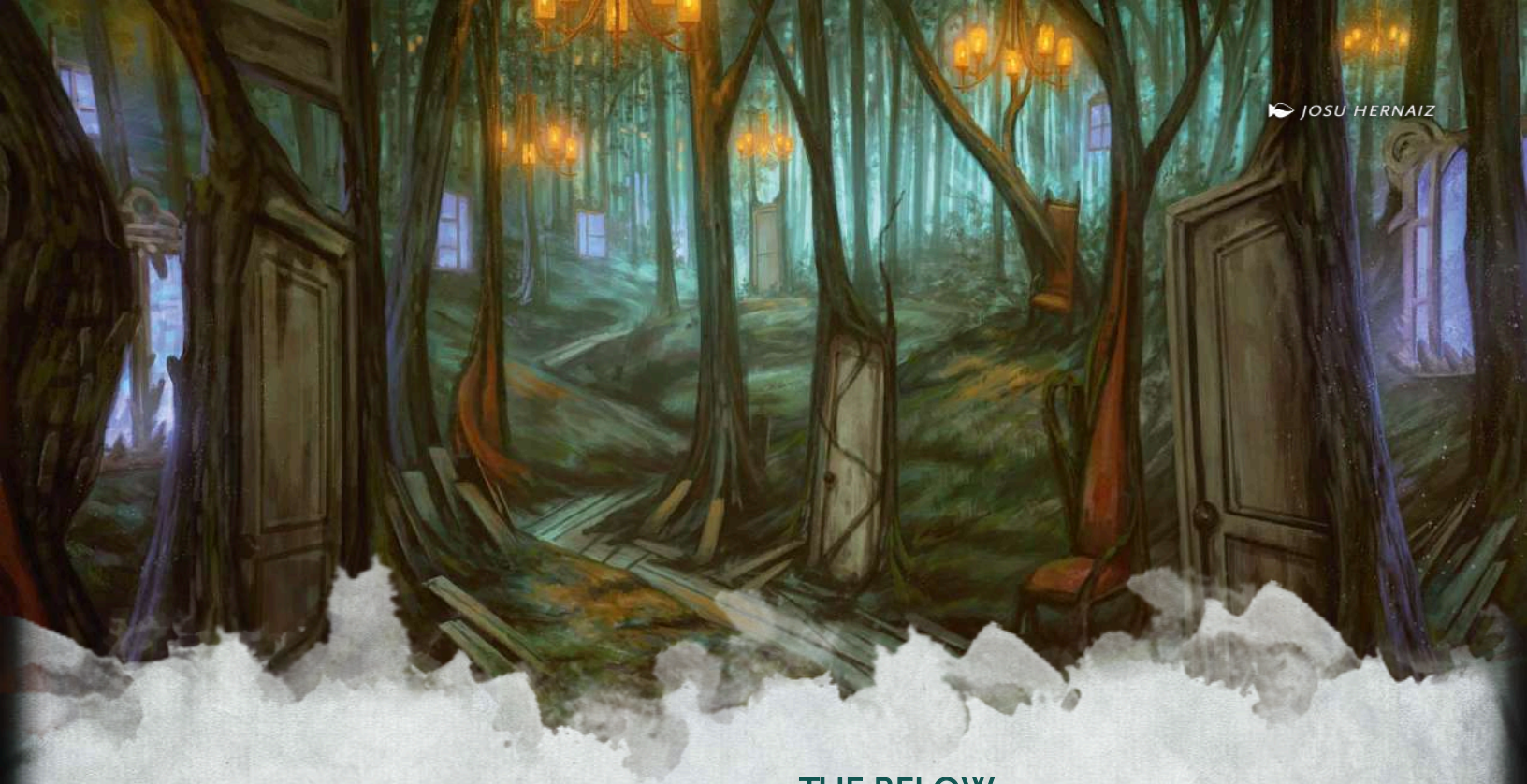
Dimly lit and ominous, the Balemurk is filled with shadows deeper than they seem like they should be and unsettlingly organic shapes and substances. Jagged crevasses and rotted floorboards dominate, along with septic marshes and withered flora.

THE BOILERBILGES

Furnace rooms full of suffocating heat. Stairways that end in abrupt drops into vents of sulfurous fire. Hallways whose walls are slashed with rips glowing a vivid, infected red. Scorched, blackened, fire-ravaged junk rooms.

The Boilerbilges is characterized by the most overtly treacherous terrain in the House, full of precipitous drops, jagged architecture, and belching flames. It's also prone to violent, destructive events, like earthquakes and fire twisters, making survival in this zone an even less likely prospect than normal.

NÉSTOR OSSANDÓN LEAL



THE HAUNTWOODS

Hallways choked with thorny vines and brambles. Overgrown greenhouses full of specimens both venomous and carnivorous. Isolated cabins in the middle of dense, lightless woods. Crumbling domes strung with wicker hexes and strangled by trees shaped like human hands.

Out of all the zones, the Hauntwoods is where the line between inside- and outside-seeming environments is most blurred, as trees, plants, and other vegetation invade dining rooms and corridors and even act as support beams for ceilings lost somewhere amongst the canopy. In some cases, plants appear to be decaying the structure of the House itself through voracious, unrestrained growth.

THE BELOW

Deep within the heart of the House is the Below, a lightless underground chamber where Valgavoth himself resides, and from where he extends his tendrils throughout the rest of the House. The location of the Below is the only fixed point in the whole of Duskmourn. To reach it, you must go through the basement of the original dwelling that was the House, located in the depths of the Balemurk. A tunnel formed of the shed husks of Valgavoth's previous bodies extends deep underground, burrowing deeper with each molt. It's rumored that the only true exit to the House exists within the Below, but no one has ever ventured there and returned to confirm it. The only person who knows the path to the Below is the seneschal of the Cult of Valgavoth.

THE CARNIVAL

A fairground set in a field in the Mistmoors, surrounded by cornstalks and evil roses and protected by a wall. Pinstripe tents, fun houses, rollercoaster rides, and mayhem.

A relict of a time before Valgavoth, the Carnival had been a safe zone since Duskmourn was first conquered. But in recent times, a survivor called City defected to the Cult of Valgavoth and betrayed the Carnival, allowing it to be overrun by the Razorkin and Wickerfolk. The Carnival is still "open for business," but all the attractions have been modified by the Razorkin to be machines of destruction. They say that those who enter the amusement park never come back, and their disembodied laughter joins the others on the wind.

SAFE ZONES

The House contains several safe zones, often built on the borders between zones, although many of these have been lost since the opening of the Omenpaths. Safe paths existed between the zones, established over years through de facto "treaties" with the House. The greatest concentration of monsters resided directly outside of each safe zone. They include multiple attic settlements accessible by hatches on the floor, and "Benefactories," rooms controlled by the Benefactors faction with doors marked by their flame symbol.

Create Your Character

When you make your D&D character, you have an array of options in the *Player's Handbook* to create the sort of adventurer you want. When you create an adventurer for a Duskmourn adventure or campaign, use the options presented in this chapter.

Choose a Class

Characters of any class from the *Player's Handbook* can be found in Duskmourn.

Determine Origin

Determining your character's origin involves choosing a background, a species, and two languages. When making those choices, you choose from the options presented in this chapter instead of those in the *Player's Handbook*.

Choose a Background

When you choose a background, choose an option presented in chapter 4. If you're having trouble choosing a background, the Ability Scores and Backgrounds table shows which backgrounds benefit which ability scores. Look for your class's primary ability there.

Ability Scores and Backgrounds

Ability	Backgrounds
Strength	Benefactor, Doorblade
Dexterity	Doorblade, Lone Survivor
Constitution	Benefactor, House Institute, Lone Survivor
Wisdom	Benefactor, Cultist, Lone Survivor
Intelligence	Cultist, Doorblade, House Institute
Charisma	Cultist, House Institute

Other Backgrounds

At the DM's discretion, if your character is a visitor to Bloomburrow from another plane of existence, you can choose a background option from another book. If that background doesn't include ability score adjustments, adjust your ability scores by increasing one score by 2 and another by 1, or increase three scores by 1. None of these increases can increase a score above 20. Also, if the background you choose doesn't provide a feat, you gain an Origin feat of your choice. (see !REPLACE!)[].

Choose a Species

When you choose a species for you character, you can choose from the species options presented in chapter 3.

At the DM's discretion, if your character is a visitor to Duskmourn from another plane of existence, you can choose a species from another book. Species from across the Magic: the Gathering multiverse can be found in *Guildmaster's Guide to Ravnica*, *Strixhaven: A Curriculum of Chaos*, *Mythic Odysseys of Theros*, the original *Plane Shift* books, and the rest of the *Planeshifted Guides* series.

Choose Languages

Duskmourn is not a plane with a large variety of languages, unlike most D&D worlds. Your character knows Common, the language spoken by all the survivors in Duskmourn.

If a feature lets a character learn a language, you can choose from the languages listed in the Duskmourn Languages table. At the DM's discretion, a character from another plane of existence might know languages from their home plane that aren't listed in this book.

Duskmourn Languages

Language	Origin
Common	Humans
Druidic	Druids
Elvish	Elves
Kor Sign Language	Kor
Infernal	Demons
Thieves' Cant	Rogues

WIZARDS OF THE COAST

SPECIES

When you choose your character's species, choose one of the species presented in this chapter. At the DM's discretion, if your character is a visitor to Duskmourn from another plane of existence, you can choose a species from another book. Species from across the Magic: the Gathering multiverse can be found in *Guildmaster's Guide to Ravnica*, *Strixhaven: A Curriculum of Chaos*, *Mythic Odysseys of Theros*, the original Plane Shift books, and the rest of the Planeshifted Guides series.

PARTS OF A SPECIES

A species includes the following parts

Creature Type. A character's species determines the character's creature type. Creature types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. The animalfolk species in this chapter are Humanoid, despite being non-humanoid animals, for the purpose of mechanical game balance.

Size. Your character's species determines the character's size. Individuals within a species cover a wide range of heights, and some species include such diversity of size that you can choose whether your character is Small or Medium.

Speed. Your character's species determines the character's Speed.

Special Traits. Each species gives a character special traits—unique characteristics based on the species' physiology or magical nature.

ABILITY SCORES

Species in this chapter do not grant ability score adjustments. Those adjustments are instead offered by your choice of background.

LANGUAGES

Your character can speak, read, and write Common.

LIFE SPAN

The typical life span of a player character in the Magic: the Gathering multiverse is about a century, assuming the character doesn't meet a violent end on an adventure. A species in this chapter tells you if it has an atypical life span.

SPECIES DESCRIPTIONS

Seven species are presented in this chapter in alphabetical order:

- Dauthi
- Elf
- Human
- Overgrown
- Formless
- Kor
- Vampire

IVAN SHAVRIN

DAUTHI

The Dauthi are not native to Duskmourn, but many have found themselves on the plane due to their nature. Originally, the Dauthi were members of three distinct peoples of the plane Dominaria, caught in a political war. During their conflict, all three races were caught in the maelstrom surrounding the artificial plane of Rath, and were trapped in the interdimensional space between the two planes. They were left in an incoporeal, shadow-like state, able to see both planes and interact with neither. As time went on, the Dauthi learned to momentarily slip between the planes, but still exist as shadowy horrors. It is perhaps their interdimensional nature that has pulled many of the Dauthi to Duskmourn.

DAUTHI TRAITS

Creature Type: Monstrosity
Size: Medium (about 4-7 feet tall)
Speed: 30 feet

As a Dauthi, you have these special traits.

Hidden Step. As a Bonus Action, you have the Invisible condition until the start of your next turn. The condition ends early if you make an attack roll, deal damage, or cast a spell.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Necrotic Resistance. You have Resistance to Necrotic damage.

See Invisibility. When you reach character level 3, you learn the *See Invisibility* spell and always have it prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level. Charisma is your spellcasting ability for the spells you cast with this trait.

Voidwalk. You can move through other creatures and objects as if they were Difficult Terrain. If you end your turn inside an object, you are shunted to the nearest unoccupied space and take 1d10 Force damage for every 5 feet traveled. This movement is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

ELF

Elves of Duskmourn are similar to their counterparts on other worlds. They are humanoids with pointed ears and skin tones similar to humans.

Before the Ascension of Valgavoth, the elves of Duskmourn lived in various forests across the plane. Whereas humans used summoning to push for technological advancements, elves traditionally held beliefs of existing alongside nature and not disrupting the natural order. According to their legends, the last haven of the plane to be devoured by Valgavoth was the forest of Rotrue Wood, ruled by the elven king.

The elves retain an innate connection to the forest and natural land of the plane, which is only present in certain areas of the House, such as the Hauntwoods.

ELF TRAITS

Creature Type: Humanoid
Size: Medium (about 5–6 feet tall)
Speed: 35 feet

As an Elf, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Druidcraft. You know the *Druidcraft* cantrip.

Fey Ancestry. You have Advantage on saving throws you make to avoid or end the Charmed condition.

Keen Senses. You have proficiency in the Insight, Perception, or Survival skill.

Mask of the Wild. You can take the Hide action even when you are obscured only by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Timberwalk. Ability checks made to track you have Disadvantage, and you can move across Difficult Terrain made of nonmagical plants and undergrowth without expending extra movement.

CARLOS PALMA CRUCHAGA

FORMLESS

Members of the Cult of Valgavoth regularly perform a ritual known as the Rite of the Threshold. Cocoons grow from the walls of their altar room, and the cultists enter these cocoons to allow Valgavoth to feed directly on their fear and nightmares.

If a cultist spends too long in the cocoon, they can become Formless, partially digested husks hollowed out of their former personalities and driven by nefarious magic. They are so devoid of self that they can take on the appearances of other creatures, which they often do to fit into survivor communities. Though most Formless are infiltrators in service to Valgavoth, some forget even their purpose and forge new lives, with some even turning to the side of the survivors against the House.

FORMLESS TRAITS

Creature Type: Monstrosity
Size: Medium (about 5-6 feet tall)
Speed: 30 feet

As a Formless, you have these special traits.

Chill Touch. You know the *Chill Touch* cantrip.

Shapechanger. As a Magic action, you change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height between Medium (up to 8 feet tall) and Small (up to 2 feet tall). You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of an individual you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait.

You stay in the new form until you use a Magic action to revert to your true form or until you die.

HUMAN

Humans were the original dominant inhabitants of the plane. They built cities and fortresses across the landscape, and those few capable of magic mastered the art of summoning. By conjuring the spirits and demons of the plane's realms, technological and understanding of magic flourished until the plane became nearly analagous to the modern world. Ultimately, it was this contact with outside forces, opposed by the plane's elves, that lead to the summoning and eventual Ascension of Valgavoth.

The Humans of Duskmourn are similar to their counterparts on other worlds. They are diverse, varied, and versatile in skill.

* If you are using the 2014 version of the *Player's Handbook*, see !REPLACE!.

HUMAN TRAITS

Creature Type: Humanoid
Size: Medium (about 4-7 feet tall) or Small (about 2-4 feet tall), chosen when you select this species
Speed: 30 feet

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration* whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice.

Versatile. You gain an Origin* feat of your choice. Skilled is recommended.

ELIZABETH PEIRÓ

KOR

Kor are tall, slender humanoids with light hair and gray, blue-gray, or ivory skin. They are native to the plane of Zendikar, where their species has adapted to a nomadic lifestyle among the floating mountains. Masters of ropes and hooks, they scale sheer cliffs and cross yawning chasms with such skill and agility that they sometimes seem almost to take flight.

Though they are native to Zendikar, the House has no way of accessing that plane; the door that leads to it is boarded up and blocked. The Kor that exist on Duskmourn have been lost there from other planes in the multiverse, including Arcavios and Dominaria.

The kor have a nonverbal language of hand signs and gestures that allows communication despite significant distance (particularly when augmented with whirling ropes) or howling winds. They also use this sign language among themselves when they wish to avoid being overheard, giving rise to misguided rumors that they are incapable of speech. When they do speak, they typically use as few words as possible to convey their meaning.

* If you are using the 2014 version of the *Player's Handbook*, see !REPLACE!.

KOR TRAITS

Creature Type: Humanoid
Size: Medium (about 5-6 feet tall)
Speed: 30 feet

As a Kor, you have these special traits.

Brave. You have Advantage on saving throws you make to avoid or end the Frightened condition.

Climbing. You have a Climb Speed equal to your Speed.

Kor Talents. You have proficiency in the Athletics and Acrobatics skills.

Lucky. When you roll a 1 on the d20 of a D20 Test,* you can reroll the die, and you must use the new roll.

TYLER WALPOLE

OVERGROWN

Wickerfolk are living constructs of wood that were once human. The first Wickerfolk were Warlocks who performed a transmuting ritual, but Wickerfolk can create more of their kind by sending slivers of leaves and branches into a creature's body.

The Overgrown are humans or elves who are in the process of being transformed into Wickerfolk. Perhaps they were caught by a Wickerfolk or perhaps they discovered the same transmuting ritual the ancient druids used. In either case, they now exist partway between Humanoid and Plant, enjoying a unique connection to nature, but always in danger of being overtaken by the wood.

OVERGROWN TRAITS

Creature Type: Humanoid
Size: Medium (about 4-7 feet tall)
Speed: 30 feet

As an Overgrown, you have these special traits.

Barkskin. While you aren't wearing armor, your base Armor Class equals 16.

Plant Camouflage. You have Advantage on Dexterity (Stealth) checks you make in forest terrain.

Wickerfolk Magic. You know the *Thorn Whip* cantrip. When you reach character level 3, you learn the *Entangle* spell. When you reach character level 5, you learn the *Spike Growth* spell. You always have these spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it that way when you finish a Long Rest. You can also cast it using any spell slots you have of appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

DAVID ASTRUGA

VAMPIRE

Vampires on Duskmourn are the result of a horrible curse invented by Valgavoth to torture his supplicants. The first vampires on Duskmourn were cultists, but the curse has slowly spread to the survivors.

The curse causes the victim to become as cold as the dead, always hungry and never sated. The victim retains their will so Valgavoth can feed off the pain and horror of this miserable existence.

Duskmourn vampires have glowing eyes, sharp claws, mottled skin, and mouths similar to that of lampreys.

VAMPIRE TRAITS

Creature Type: Undead
Size: Medium (about 4-7 feet tall) or Small (about 2-4 feet tall), chosen when you select this species
Speed: 30 feet

As a Vampire, you have these special traits.

Bite. When you hit a target with an Unarmed Strike and use the Damage option, you can deal Piercing damage equal to 1d6 plus your Strength modifier.

Darkvision. You have Darkvision with a range of 120 feet.

Life Drain. As a Bonus Action, you can make a special Unarmed Strike with your Bite against a creature that isn't a Construct or Undead. If the attack hits, it deals its normal damage, and you gain Temporary Hit Points equal to your Proficiency Bonus.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Life Span. You are immune to the effects of aging and can't be aged magically.

Necrotic Resistance. You have Resistance to Necrotic damage.

Unusual Nature. You don't need to eat, drink, or breathe.

Backgrounds

When you choose a background for a character from Duskmourn, choose one of the options presented in this chapter.

Parts of a Background

A background includes the following parts.

Ability Scores. A background lists three ability scores. Increase one score by 2 and another score by 1, or increase all three by 1. None of these increases can increase a score above 20.

Feat. A background gives you an Origin feat. If a feat is unique to this book or has an updated version introduced in this book, the background will direct you to chapter 7. Otherwise, you may take the feat of that name as presented in your version of the *Player's Handbook*.

Skill Proficiencies. A background gives your character proficiency in two specified skills.

Tool Proficiency. Each background gives a character proficiency with one tool.

Equipment. Each background offers a choice between an equipment package and 50 GP.

Other Backgrounds

If your character is from another plane of existence, you can choose a background option from another book instead. If that background doesn't include ability score adjustments, adjust your ability scores by increasing one score by 2 and another by 1, or increase three scores by 1. None of these increases can increase a score above 20. Also, if the background you choose doesn't provide a feat, you gain an Origin feat of your choice.

Background Descriptions

Four backgrounds are presented in this section in alphabetical order:

- Benefactor
- Doorblade
- Lone Survivor
- House Institute

BENEFACTOR

Ability Scores: Strength, Constitution, Wisdom
Feat: Alert
Skill Proficiencies: Perception and Survival
Tool Proficiency: Navigator's Tools
Equipment: *Choose A or B:* (A) Navigator's Tools, Painter's Supplies, Rope, Grappling Hook, Hooded Lantern, Oil (3 flasks), Map Case, Map (one area of Duskmourn), Traveler's Clothes, 4 GP; or (B) 50 GP

The Benefactors are a group of tough, resilient nomads who are the most knowledgeable about the House's geography. They frequently leave caches of supplies and materials around, marked for any other survivors who might need them.

DOORBLADE

Ability Scores: Strength, Dexterity, Intelligence
Feat: Savage Attacker
Skill Proficiencies: Athletics and Stealth
Tool Proficiency: Thieves' Tools
Equipment: *Choose A or B:* (A) 2 Daggers, Thieves' Tools, Crowbar, Healer's Kit, Traveler's Clothes, 12 GP; or (B) 50 GP

The Doorblades are a small band of ruthless survivors who have decided to turn the tables and execute thorough, strategic assassination plans to hunt and kill the monsters of the House. They frequently collaborate with the House Institute, making use of the institute's knowledge to guide their strikes. In exchange, they supply monster corpses and live specimens for the institute's experiments. Casualties among the Doorblades are high, but so are their kills.

HOUSE INSTITUTE

Ability Scores: Constitution, Intelligence, Charisma
Feat: Crafter
Skill Proficiencies: Arcana and Investigation
Tool Proficiency: Alchemist's Supplies
Equipment: *Choose A or B:* (A) Alchemist's Supplies, Book (history), Traveler's Clothes; or (B) 50 GP

The House Institute is a group of survivors dedicated to investigating, analyzing, and recording the supernatural events of the House. Their goal is to find a way to end the House by finding its ultimate weakness. They maintain a permanent base in a series of disused operating rooms in the Floodpits, where they dissect and analyze any creatures they find.

LONE SURVIVOR

Ability Scores: Dexterity, Constitution, Wisdom
Feat: Tough
Skill Proficiencies: Insight and Stealth
Tool Proficiency: Thieves' Tools
Equipment: *Choose A or B:* (A) Quarterstaff, Thieves' Tools, Bedroll, Hooded Lantern, Oil (3 flasks), Traveler's Clothes, 16 GP; or (B) 50 GP

Survivors are the last remnants of those who existed before the House swallowed up their homes, or newcomers who smart enough to adapt to their new surroundings in time. Smart, tough, and resourceful, most remaining survivors survived by adopting a nomadic lifestyle. Survivors often name their children after aspects from a civilization long gone, like "City", "Dawn," and "Winter".

Magic Items

This section provides rules for magic items that can be found on Duskmourn. See the *Dungeon Master's Guide* for how to use magic items.

Magic Item Descriptions

The magic items are listed in alphabetical order.

Conductive Machete

Weapon (Scimitar), Uncommon

This magic weapon has 6 charges and regains 1d6 charges daily at dawn. As a Bonus Action, you can expend 1 charge to activate the weapon. The weapon remains active for 1 minute, until you use a Bonus Action to deactivate it, or until you drop or sheathe it.

While the weapon is active, it sheds Bright Light in a 5-foot radius and Dim Light for an additional 5 feet, and when you hit with it and deal damage, it deals an extra 1d4 Lightning damage.

While holding the weapon, you can expend a level 1+ spell slot to cause the weapon to regain 1 expended charge. When a **Glitch Ghost** is reduced to 0 Hit Points within 30 feet of the weapon, it regains 1 expended charge.

Chainsaw

Weapon (Maul), Uncommon

The chainsaw has 3 charges and regains 1d3 expended charges daily at dawn. While holding the chainsaw, you can take a Magic action to expend 1 charge and activate it for 10 minutes. When you take the attack action on your turn while the chainsaw is active, you can replace one of your attacks with a swipe of the chainsaw at one creature you can see within 5 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Strength modifier and Proficiency Bonus) or take 2d8 Slashing damage.

Cursed Windbreaker

Wondrous Item, Rarity Varies (Requires Attunement)

This windbreaker looks and functions like another magic cloak, such as a *Cloak of Protection* or *Wings of Flying*.

Curse. This cloak is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you have Disadvantage on saving throws you make to avoid or end the Frightened condition.

FATESHIFTER TOKEN

Wondrous Item, Legendary (Requires Attunement by a specific creature)

A *Fateshifter Token* is a Tiny, roughly carved figurine, shaped to give the vague impression of a person's face and form. Only the depicted person can attune to the token.

While attuned to and holding the token, if you move or take an action that would lead to your death, you receive a vision of the outcome, allowing you to make a different decision. Each creature within 100 feet of you that is attuned to a fateshifter token also receives the vision. The vision can only be granted by your own actions and movements, not those of others. For example, you would receive a vision if you were about to step onto a pitfall trap over a deadly drop, but not if you entered combat with a potentially deadly enemy.

Once this property of the token is used, it loses its magic and can't be used again.

FLAMETHROWER

Wondrous Item, Rare

The flamethrower has 3 charges and regains 1d3 expended charges daily at dawn. While holding it, you can take a Magic action to cause it to project fire in a 10-foot Cone. Each creature in the Cone must make a DC 13 Dexterity saving throw, taking 4d6 Fire damage on a failed save, or half as much damage on a successful one.

GHOST VACUUM

Wondrous Item, Rare

A *Ghost Vacuum* requires two free hands to operate. As a Magic action, you can use the vacuum to target one Undead that you can see within 60 feet of you. If that Undead has the Incorporeal Movement trait, it must succeed on a DC 17 Dexterity saving throw or be trapped in the vacuum. Once trapped, a creature remains in the vacuum until released. As a Magic action, you can release each creature the vacuum contains.

When you finish a Long Rest, roll a d20. On a 20, a random creature trapped in the vacuum is dematerialized and destroyed. On a 1, a random creature trapped in the vacuum is released.

GLIMMERLIGHT

Wondrous Item, Common

A glimmerlight is a handheld flashlight, powered by a **Glimmer**. As a Bonus Action, you can activate or deactivate the glimmerlight. While active, the glimmerlight sheds Bright Light in a 60-foot Cone and Dim Light for an additional 60 feet.

Creatures in the glimmerlight's Bright Light have Advantage on saving throws they make to avoid or end the Frightened condition.

If you have the Frightened condition while holding the glimmerlight, it deactivates and can't be activated.

GLITCH READER

Wondrous Item, Uncommon

A Glitch Reader is a handheld device that alerts the holder to the presence of ethereal creatures. The Glitch Reader has 6 charges and regains 1d6 expended charges daily at dawn. As a Magic action while holding the Glitch Reader, you can expend 1 charge to learn the location of any creature with the Invisible condition within 30 feet of you.

While holding the item, you can expend a level 1+ spell slot to cause the item to regain 1 expended charge. When a **Glitch Ghost** is reduced to 0 Hit Points within 30 feet of the item, it regains 1 expended charge.

GLITCH GOGGLES

Wondrous Item, Very Rare (Requires Attunement)

These goggles have 6 charges and regain 1d6 expended charges daily at dawn. While wearing them, you can take a Magic action and expend 1 charge to cast the *See Invisibility* spell.

While holding the item, you can expend a level 1+ spell slot to cause the item to regain 1 expended charge. When a **Glitch Ghost** is reduced to 0 Hit Points within 30 feet of the item, it regains 1 expended charge.

KEY TO THE HOUSE

Wondrous Item, Rare

Keys to the House are always found on a keyring containing 1d4 keys. As a Magic action, you can use a key on any closed door to turn the door into a portal to a room in Duskmourn, determined by rolling 1d? and consulting the Key Rooms table. The portal is revealed when the door is opened and the portal's destination is visible through it. The portal lasts for 1 minute, or until you close the door after opening it.

Once a key is used, it vanishes.

Key Rooms

d?	Room
1	100gp
2	200gp
3	300gp
4	400gp
5	500gp
6	600gp
7	700gp
8	1000gp

MARINA VENDRELL'S GRIMOIRE

Wondrous Item, Artifact

The book contains sixty pages of yellowed paper. Written on these pages are the following spells:

Level 1: *Command*, *Detect Evil and Good*
Level 2: *Blindness/Deafness*, *Crown of Madness*
Level 3: *Summon Undead*, *Speak With Dead*
Level 4: *Blight*
Level 5: *Contact Other Plane* (Valgavoth)
Level 6: *Summon Fiend*

RECORDER

Wondrous Item, Very Rare

A *Recorder* is a handheld device that used to make audio and visual recordings. Using the recorder requires a *Tape*. You can take an Action to load or remove a tape from the recorder.

While holding a loaded recorder, you can take a Bonus Action to expend one of the tape's charges and activate the recorder. It remains active for 10 minutes or until you take a Bonus Action to deactivate it.

While active, the recorder records events as though it could see in a 120-foot Cone and hear in a 120-foot Emanation. The resulting footage of events is recorded onto the tape.

While holding a loaded recorder, you can view and listen to the footage of events on its tape in real time (no action required).

SÉANCE BOARD

Wondrous Item, Rare

While touching the Séance Board you can cast the *Contact Other Plane* spell, but the entity you contact can only be the spirit of a dead creature you are familiar with. Once you use the Séance Board to cast the spell, you can't do so again until the next dawn.

TAPE

Wondrous Item, Uncommon

A *Tape* is a Tiny casette of magical tape that can hold recorded footage from a *Recorder*. Each tape can have up to 6 charges. At the DM's discretion, a found tape that has fewer than 6 charges can have up to 10 minutes of recorded footage for each charge below 6. Viewing the footage requires a recorder.

© 2024 WIZARDS OF THE COAST

Spells

Magic functions on Duskmourn as it does in most other D&D settings. Like other planes in the Magic: the Gathering multiverse, Duskmourn has its own mana that spellcasters can draw from to cast spells. This chapter provides descriptions of common spells used on Duskmourn. See the *Player's Handbook* for rules on casting spells and how to read a spell description.

Spell Descriptions

The spells are presented in alphabetical order. If a spell in this chapter has the same name as a spell from another book, use the version of the spell presented in this chapter.

Some spells appear on the Artificer spell list. The Artificer class is from *Tasha's Cauldron of Everything*.

Commune with Good or Evil

Level 5 Divination (Sorcerer, Warlock, Wizard)

Casting Time: 1 minute or Ritual
Range: Self
Components: V, S
Duration: Instantaneous

You commune with local spirits, either Celestials, Fiends, or Undead, to gain knowledge of the surrounding area within 3 miles of you.

Choose three of the following facts; you learn those facts as they pertain the spell's area:

- Locations of areas affected by the *Hallow* or *Magic Circle* spell.
- Locations of portals to other planes of existence.
- Location of one Challenge Rating 10+ creature (DM's choice) that is a Celestial, Fiend, or Undead.

CONVERT TO SLIME

Level 3 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S, M (a vial of Acid)
Duration: Concentration, up to 1 hour

You attempt to transform a creature that you can see within range into an Ooze. The target must succeed on a Wisdom saving throw or shape-shift into an Ooze that has a Challenge Rating of 2 or less. The target's game statistics are replaced by the stat block of the chosen Ooze, but the target retains its alignment, personality, creature type, Hit Points, and Hit Point Dice.

The target is limited in the actions it can perform by the anatomy of its new form, and it can't speak or cast spells.

The target's gear melds into the new form. The creature can't use or otherwise benefit from any of that equipment.

The target can repeat the Wisdom saving throw at the end of each of its turns, ending the spell on itself on a success.

DRAG TO THE ROOTS

Level 2 Conjuration (Druid, Ranger, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a tree root)
Duration: Concentration, up to 1 minute

You conjure grasping hands from the ground in a 10-foot square within range. The area becomes Difficult Terrain for the duration. Each creature in the area when you cast the spell or that starts its turn in the area is pulled 2 feet into the ground, up to 10 feet, and has the Restrained condition.

As an action, a Restrained creature or another creature within 5 feet of it can make a Strength check against your spell save DC, freeing the Restrained creature on a success.

ETHEREAL ARMOR

Level 1 Abjuration (Cleric, Paladin)

Casting Time: Bonus Action
Range: Self
Components: V, S, M (a flame)
Duration: 1 hour

Protective magical light surrounds you. You gain 5 Temporary Hit Points. Until the spell ends, you have immunity to the Frightened condition. You also shed Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. The spell ends early if you have no Temporary Hit Points.

Using a Higher-Level Spell Slot. The Temporary Hit Points increase by 5 and the radius of Bright and Dim Light each increase by 5 feet for each spell slot level above 1.

GLIMMERBURST

Level 3 Conjuration (Artificer, Bard, Cleric, Paladin, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You call forth a Glimmer, a manifestation of your hope and persistence. It manifests in an unoccupied space that you can see within range and uses the **Glimmer Spirit** stat block. The creature appears as a glowing ethereal object or creature from your past that holds significant meaning to you. When you cast the spell, choose Tiny, Small, or Medium. Your choice determines the creature's size. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to your and your allies. In combat, it shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no acction required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

While you are within 30 feet of the creature, you have Advantage on saving throws you make to avoid or end the Charmed or Frightened condition.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell level in the stat block.

MANIFEST DREAD

Level 3 Conjuration (Cleric, Paladin, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a creature encased in amber worth 300+ GP)
Duration: Concentration, up to 1 hour

You call forth a Nightmare, a manifestation of fear and dread. It manifests in an unoccupied space that you can see within range and uses the **Nightmare Spirit** stat block. The creature takes a dreadful form and appearance you choose. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to your and your allies. In combat, it shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no acction required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell level in the stat block.

RITE OF THE MOTH

Level 1 Necromancy (Artificer, Cleric, Druid, Paladin, Ranger, Warlock, Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (gilded moth wings worth 100+ GP, which the spell consumes)
Duration: Concentration, up to 10 minutes

You touch a creature that has died within the last minute. The target revives with 0 Hit Points, and gains Temporary Hit Points equal to your spellcasting ability modifier, which last for the duration. The spell ends early on the target if it has no Temporary Hit Points left.

Until the spell ends, the target is Stable and has Immunity to the Unconscious condition. When the spell ends, the creature drops to 0 Hit Points.

Glimmer Spirit

Tiny, Small, or Medium Celestial, Neutral

AC 12 + the spell's level
HP 30 + 10 for each spell level above 3
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	11	+0	+0	**Con**	14	+2	+2
Int	10	+0	+0	**Wis**	10	+0	+0	**Cha**	16	+3	+3

Immunities Charmed, Frightened
Senses Passive Perception 10
Languages understands the languages you know but doesn't speak
CR None (XP 0; PB equals your Proficiency Bonus)

Traits

Illumination. The spirit sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet.

Incorporeal Movement. The spirit can move through other creatures and objects as if they were Difficult Terrain. If it ends its turn inside an object, it is shunted to the nearest unoccupied space and takes 1d10 Force damage for every 5 feet traveled.

Actions

Multiattack. The spirit makes a number of attacks equal to half this spell's level (rounded down).

Glimmering Strike. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 2d6 + 3 + the spell's level Radiant damage.

Nightmare Spirit

Medium Aberration, Neutral

AC 12 + the spell's level
HP 30 + 10 for each spell level above 3
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	11	+0	+0	**Con**	14	+2	+2
Int	10	+0	+0	**Wis**	10	+0	+0	**Cha**	16	+3	+3

Immunities Charmed, Frightened
Senses Passive Perception 10
Languages understands the languages you know but doesn't speak
CR None (XP 0; PB equals your Proficiency Bonus)

Traits

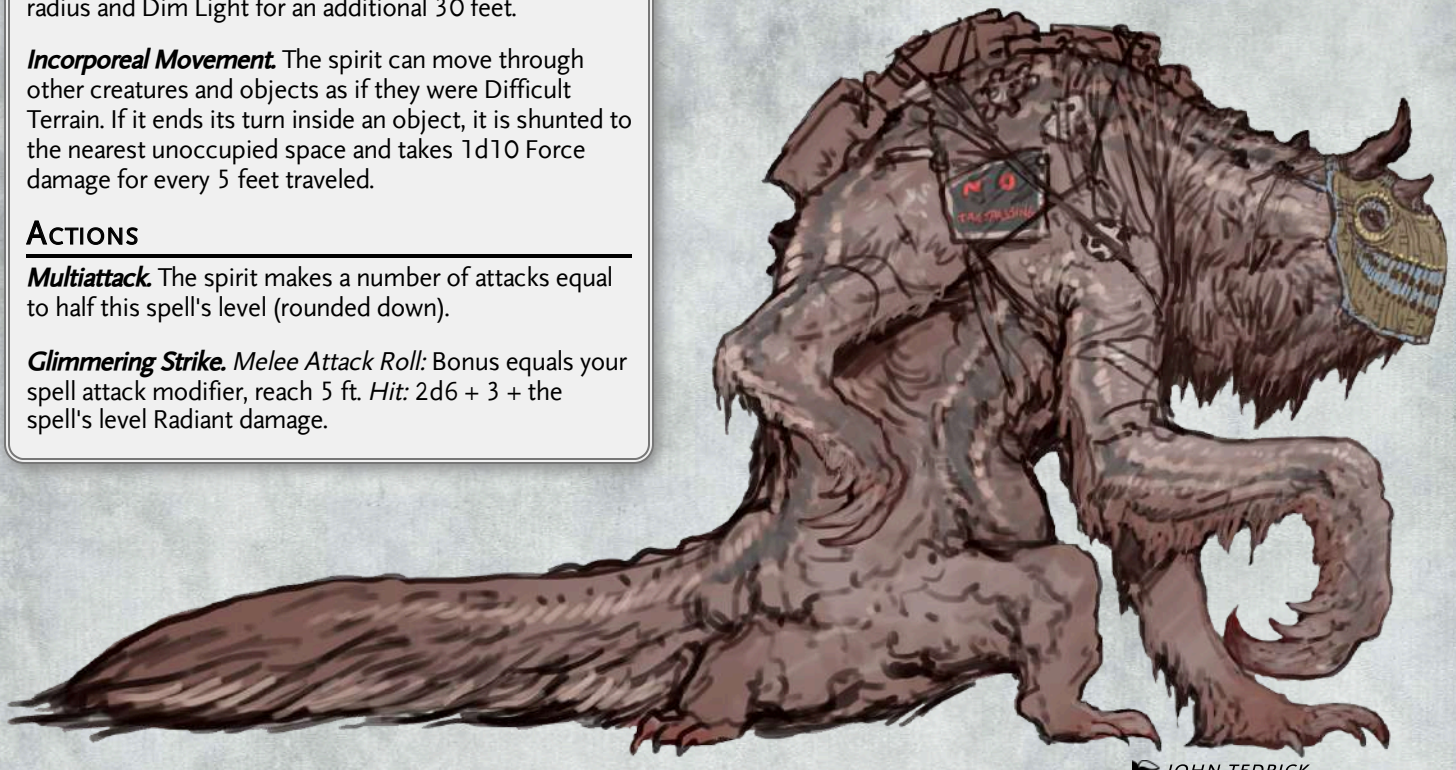
Aura of Fear. *Wisdom Saving Throw:* DC equal your spell save DC, each creature of the spirit's choice that starts its turn in a 30-foot Emanation originating from the spirit. *Failure:* The target has the Frightened condition.

Incorporeal Movement. The spirit can move through other creatures and objects as if they were Difficult Terrain. If it ends its turn inside an object, it is shunted to the nearest unoccupied space and takes 1d10 Force damage for every 5 feet traveled.

Actions

Multiattack. The spirit makes a number of attacks equal to half this spell's level (rounded down).

Psychic Assault. *Ranged Attack Roll:* Bonus equals your spell attack modifier, range 60 ft. *Hit:* 1d12 + 3 + the spell's level Psychic damage.



JOHN TEDRICK

Appendix A: Monsters

This chapter provides stat blocks for unique Monsters and NPCs who can be found in Duskmourn, to be used by the Dungeon Master. See the rules glossary in the Revised *Player's Handbook* (2024), or the *Monster Manual*, for how to read a stat block.

When the Dungeon Master uses a stat block, they may change details in it.

The Duskmourn Monsters table lists every creature in this chapter, along with that creature's creature type and Challenge Rating (CR).

Stat Block Descriptions

The following stat blocks are presented in alphabetical order.

Duskmorun Monsters

Creature	Creature Type	CR
Anthropede	Monstrosity	11
Altanak	Monstrosity	17
Balemurk Leech	Beast	1
Beastie	Beast	8
Cellarspawn	Aberration	11
Appendage Amalgam	Aberration	1
Grasping Longneck	Aberration	12
Master of Keys	Aberration	13
Crawling Claw	Undead	0
Cultist of Valgavoth	Humanoid	1/8
Fanatic of Valgavoth	Humanoid	2
Demon	Fiend	6
Devourer	Plant	11
Drowner	Humanoid	2
Flesh Burrower	Beast	1/8
Glimmer	Celestial	1
Glitch Ghost	Undead	4
Gremlin	Beast	1/2
Malevolent Chandelier	Construct	7
Moth	Beast	0
Swarm of Moths	Beast	1/2
Nighmare Fear	Aberration	5
The Mindskinner	Aberration	10
Oculus	Monstrosity	13
Oculus Peeper	Monstrosity	2
Oculus Eye	Monstrosity	7

Duskmorun Monsters (Contd.)

Creature	Creature Type	CR
Omnivaorus Flytrap	Plant	5
Quickened Toy	Construct	2
Attack-in-the-Box	Construct	2
Skitterspike	Construct	2
Razorkin	Humanoid	1
Killer Clown	Humanoid	2
The Jolly Balloon Man	Humanoid	6
The Lord of Pain	Undead	N/A
Reflection	Fey	1/2
Slime	Ooze	1/4
Shrieker	Monstrosity	6
Skullcrab	Undead	1/8
Spindrell	Undead	2
Suspicious Bookcase	Construct	1
Unsettling Twins	Humanoid	2
Ursine Monstrosity	Monstrosity	2
Valgavoth	Fiend	30
Watchdog	Beast	1/4
Wickerfolk	Plant	1
Swarmweaver	Plant	11

JOHN TEDRICK

LOÏC CANAVAGGIA

ANTHROPEDES

One Hundred Percent Grotesque

Area: Balemurk, Hauntwoods; **Treasure:** None

Anthropedes are enormous insects, similar in appearance to milipedes or centipedes. Their forelegs are not insectoid, instead being humanoid hands with sharp claws. Their heads appear to have skulls affixed to either side, giving the implication that these creatures were once fused to living humanoids.

Anthropedes often crawl along ceilings and extend downward to grab their prey. The touch of its many hands is almost gentle, at first. But then the grip tightens, and the mandibles dig in.

Anthropede

Large Monstrosity, Chaotic Evil

AC 17 **Initiative** +1 (11)
HP 195 (17d12 + 85)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	24	+7	+7	**Dex**	13	+1	+1	**Con**	21	+5	+5
Int	4	–3	–3	**Wis**	10	+0	+0	**Cha**	5	–3	–3

Skills Stealth +9
Senses Darkvision 60 ft., Tremorsense 30 ft., Passive Perception 10
Languages None
CR 11 (XP 7,200; PB +4)

Traits

Spider Climb. The anthropede can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Multiattack. The anthropede uses Grasp and makes one Bite attack.

Bite. *Melee Attack Roll:* +11, reach 5 ft. *Hit:* 40 (6d10 + 7) Piercing damage.

Grasp. *Dexterity Saving Throw:* DC 17, one creature within 10 feet. *Failure:* 10 (3d6) Bludgeoning damage, and the target has the Grappled condition (escape DC 17). While Grappled, the target also has the Restrained condition.

ALTANAK

The Thrice Called

Area: All; **Treasure:** None

Altanak is a massive human-insect fusion with giant claws, a glowing chitinous head, and large, wicked mandibles. Valgavoth created Altanak early on during the House's expansion as he experimented with his increasing powers. Its name is derived from the sounds it made during its creation, which some survivors believe to have been its attempt to cast a spell capable of killing Valgavoth. Because of this, many try to recreate the spell, using the syllables of Altanak's name as a starting point. The problem with that is that Altanak is tormented by the sound of its name. Hearing its name reminds it of the agony it went through in Valgavoth's hands. In a cruel twist of fate, Altanak also has the keenest sense of hearing out of any entity on Duskmourn, making it capable of hearing its name even when spoken in whispers. Survivors who invoke his name once too often find themselves hunted down and killed as Altanak desperately tries to suppress the painful memories of its origins.

Altanak

Huge Monstrosity, Neutral

AC 14 **Initiative** +4 (14)
HP 241 (21d12 + 105)
Speed 50 ft., Climb 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+12	**Dex**	18	+4	+10	**Con**	20	+5	+5
Int	10	+0	+0	**Wis**	15	+2	+2	**Cha**	17	+3	+3

Skills Perception +14
Resistances Bludgeoning, Piercing, Slashing
Immunities Poison; Poisoned
Senses Blindsight 30 ft., Tremorsense 60 ft., Passive Perception 24
Languages Understands Common but can't speak
CR 17 (XP 18,000; PB +6)

Traits

Legendary Resistances (3/Day). If Altanak fails a saving throw, it can choose to succeed instead.

Magic Resistance. Altanak has advantage on saving throws against spells and other magical effects.

Spider Climb. Altanak can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. Altanak makes three Rend attacks.

Rend. *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 17 (2d10 + 6) Slashing damage.

Reactions

Altanak can take up to three Reactions per round but only one per turn.

Enraged Lash. *Trigger:* A creature within 50 feet of Altanak says Altanak's name. *Response:* Altanak moves up to its Speed and makes one Rend attack.

JOHN TEDRICK

BALEMURK LEECHES

Nefarious Necrophages

Area: Balemurk; **Treasure:** None

These enormous leeches are natural insects have adapted to feed on dead flesh, feasting on the cemeteries that have been absorbed into the House. But when no corpses are available, they are not averse to making their own from nearby survivors.

Balemurk Leech

Medium Beast, Unaligned

AC 12 **Initiative** –5 (5)
HP 30 (4d8 + 12)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	1	–5	–5	**Con**	16	+3	+3
Int	1	–5	–5	**Wis**	10	+0	+0	**Cha**	2	–4	–4

Immunities Acid; Frightened
Senses Blindsight 60 ft. (Blinded beyond this radius), Passive Perception 10
Languages —
CR 1 (XP 200; PB +2)

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Piercing damage plus 3 (1d6) Acid damage. If the target is Medium or smaller, it has the Grappled condition (escape DC 13).

Reactions

Acid Spit (Recharge 5–6). *Trigger:* The leech takes damage. *Response–Dexterity Saving Throw:* DC 13, one creature the leech can see within 60 feet. *Failure:* 10 (3d6) Acid damage, and the target has the Blinded condition until the end of its next turn.

AARON MILLER

BEASTIES

Wonderful Wild Friends

Area: All; **Treasure:** Relics

Originally the plane's household pets kept by humans, Beasties were transformed during Valgavoth's Ascension. They are small when young, and then they spin silk cocoons and emerge as large, shaggy, furred adults. They generally have more than four limbs, claws, horns, and fangs, and wear masks. Beasties don't speak Humanoid language, but they're fully intelligent; they can understand what's said to them and communicate with each other. Though they are predators, they don't eat intelligent creatures. The beasties find their purpose in protecting the House's survivors, who they refer to as "keep-alives."

The face beneath a beastie's mask is their most guarded secret. Beasties live in constant fear of their human companions seeing their real faces, which are visages of dried flesh tethered to exposed skulls. Beasties know these faces are terrifying, hideous mockeries of living flesh. If a human does ever catch a glimpse of a beastie's real face, the beastie will abandon them or even grow enraged and attack.

Though they were once a part of one large pack, Beasties are separated into multiple factions. The Mural in the Attic, which depicts the plane before the Ascension, is a neutral ground for the Beastie packs.

Above all, beasties want to be loved and appreciated. Beasties are fiercely loyal to their companions, and won't hesitate to attack anyone who threatens their new friend.

Beastie

Large Beast, Any Alignment

AC 15 **Initiative** +1 (11)
HP 161 (14d12 + 70)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+5	**Dex**	13	+1	+1	**Con**	20	+5	+5
Int	10	+0	+0	**Wis**	11	+0	+0	**Cha**	8	–1	–1

Skills Athletics
Immunities Frightened
Senses Passive Perception 11
Languages Beastie, understands Common but can't speak it
CR 8 (XP 3,900; PB +3)

Actions

Multiattack. The beastie makes two Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 12 (2d6 + 5) Slashing damage, and the target has the Prone condition if it is Medium or smaller.

Roar (Recharge 6). *Constitution Saving Throw:* DC 13, each creature in a 60-foot Cone that doesn't have the Deafened condition. *Failure:* 16 (3d10) Thunder damage, and the target has the Frightened condition until the start of the beastie's next turn.

ALEXANDRE HONORÉ

CELLARSPAWN

In His House at Duskmourn, Valgavoth Lies Dreaming

Area: Balemurk, Boilerbilges, Hauntwoods; **Treasure:** None

Cellarspawn are manifestations of Valgavoth's daydreams. Made of the materials of the House itself, warped, asymmetrical shapes that distort the world around them. When a cellarspawn catches a survivor, it overwhelms the person with pure terror until their mind collapses or their heart bursts. The resulting harvest is a dense, delicious morsel of terror that's considered a delicacy by cellarspawn. People harvested this way are reduced to floating spinal columns called **Spindrells**.

It's almost impossible to defeat a cellarspawn in open combat. Seemingly killed cellarspawn can reattach limbs, restore their blood, and seal their wounds. The only way to escape is to evade it long enough that it loses interest in you. Cellarspawn have practically no sense of perseverance or memory, so if a survivor can avoid drawing its attention for long enough, eventually it will drift away on its own.

Cellarspawn

Large Aberration, Chaotic Evil

AC 17
HP 221 (26d10+78)
Speed 30 ft.

Initiative +0 (10)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	10	+0	+0	**Con**	17	+3	+3
Int	6	–2	–2	**Wis**	13	+1	+1	**Cha**	6	–2	–2

Skills Perception +5, Survival +9
Resistances Bludgeoning, Piercing, and Slashing
Senses Darkvision 60 ft., Passive Perception 15
Languages Common
CR 11 (XP 7,200; PB +4)

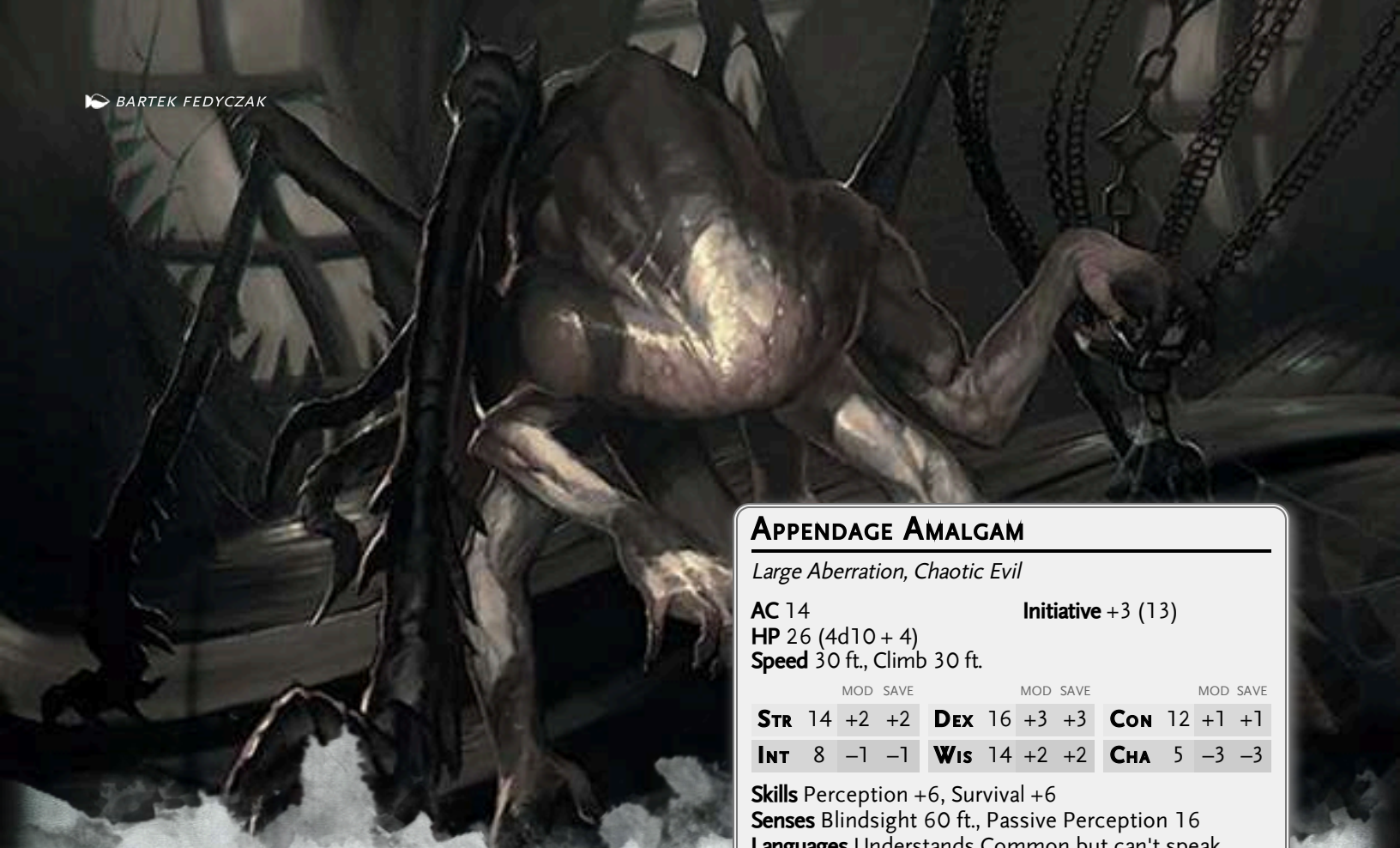
Traits

Regeneration. At the start of each of the cellarspawn's turns, it regains 5 Hit Points. When the cellarspawn takes Force damage, this trait doesn't function at the start of the cellarspawn's next turn. The cellarspawn dies only if it starts its turn with 0 Hit Points and this trait doesn't function.

Actions

Multiattack. The cellarspawn makes two Claw attacks.

Claw. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 20 (3d10 + 4) Slashing damage. If the target is Medium or smaller, it has the Grappled condition (escape DC 16). While Grappled, the target also has the Frightened condition. If the target is a Humanoid and this damage reduces it to 0 Hit Points, it dies and immediately returns to life as a **Spindrell**.



BARTEK FEDYCZAK

APPENDAGE AMALGAMS

These grotesque horrors are cellarspawn that appear as impossible chimeras of limbs and body parts. Most often, an impossibly large nose serves as a sensory unit, mobilized by humanoid arms and spider limbs. Amalgams crawl around with speed, but aren't stealthy; they want to be heard, discovered, and feared. The resulting meal is all the more succulent.

Appendage Amalgam

Large Aberration, Chaotic Evil

AC 14
Initiative +3 (13)
HP 26 (4d10 + 4)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	16	+3	+3	**Con**	12	+1	+1
Int	8	–1	–1	**Wis**	14	+2	+2	**Cha**	5	–3	–3

Skills Perception +6, Survival +6
Senses Blindsight 60 ft., Passive Perception 16
Languages Understands Common but can't speak
CR 1 (XP 200; PB +2)

Traits

Regeneration. At the start of each of the amalgam's turns, it regains 5 Hit Points. When the amalgam takes Force damage, this trait doesn't function at the start of the amalgam's next turn. The amalgam is destroyed only if it starts its turn with 0 Hit Points and this trait doesn't function.

Spider Climb. The amalgam can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Grasp. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Bludgeoning damage. If the target is Large or smaller, it has the Grappled condition (escape DC 13). The amalgam has four limbs, each of which can grapple one target.

Reactions

The amalgam can take up to three Reactions per round but only one per turn.

Retaliation. *Trigger:* A creature hits the amalgam with a melee attack. *Response:* The amalgam makes one Grasp attack.

Scuttle. *Trigger:* A creature ends its turn within 5 feet of the amalgam. *Response:* The amalgam moves up to half its Speed without provoking opportunity attacks.

MATHIAS KOLLROS

GRASPING LONGNECKS

This enormous cellarspawn is a mass of long limbs; it is so large that some survivors have mistaken it for a part of the Hauntwoods forests. It will wait patiently until survivors are caught amidst its limbs, and then strike. It toys with its victims, using its limbs to surround them and terrorize them for as long as possible before harvesting them.

Grasping Longneck

Gargantuan Aberration, Chaotic Evil

AC 17 **Initiative** +0 (10)
HP 181 (11d20 + 66)
Speed 40 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	22	+6	+6	**Dex**	10	+0	+0	**Con**	22	+6	+6
Int	2	–4	–4	**Wis**	11	+0	+0	**Cha**	7	–2	–2

Skills Perception +8, Stealth +8
Senses Darkvision 60 ft., Passive Perception 18
Languages None
CR 12 (XP 8,400; PB +4)

Traits

Multiple Limbs. The longneck has six limbs, each of which occupies a 5-foot space within 20 feet of the longneck (it's still apart of the longneck's body). When the longneck moves, it can move any of its limbs to another space within 20 feet. *Dexterity Saving Throw:* DC aaa, each creature in the limb's space when it moves there. *Failure:* 9 (2d8) Bludgeoning damage, and the target has the Prone condition if it is Medium or smaller.

Regeneration. At the start of each of the longneck's turns, it regains 5 Hit Points. When the longneck takes Force damage, this trait doesn't function at the start of the longneck's next turn. The longneck is destroyed only if it starts its turn with 0 Hit Points and this trait doesn't function.

Actions

Multiattack. The longneck makes uses Rend six times.

Rend. *Dexterity Saving Throw:* DC aaa, one creature within 5 feet of one of the longneck's limbs. *Failure:* 13 (2d6 + 6) Slashing damage. If the target is a Humanoid and this damage reduces it to 0 Hit Points, it dies and immediately returns to life as a **Spindrell**.

Reactions

The longneck can take up to three Reactions per round but only one per turn.

Opportunistic Rend. *Trigger:* A creature moves within 5 feet of one of the longneck's limbs. *Response:* The longneck uses Rend.

WISNU TAN

THE MASTER OF KEYS

The Master of Keys is a flying cellarspawn that appears as a many-armed creature covered in tattered robes. It is able to use the House's doors as thresholds between any rooms of the House, and can manipulate these thresholds as survivors use the House's doors. The Master of Keys uses its strange power to help cellarspawn track down their prey or trap a survivor in an endless loop of rooms with no escape. Some believe it doesn't actually live in the House but rather a liminal space that only exists on the thresholds between rooms, and every time you walk through a door, you risk drawing its attention.

The Master of Keys

Large Aberration, Neutral Evil

AC 18 **Initiative** +0 (10)
HP 255 (30d8 + 120)
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	10	+0	+0	**Con**	19	+4	+4
Int	8	–1	–1	**Wis**	13	+1	+1	**Cha**	6	–2	–2

Skills Perception +6, Stealth +5
Resistances Bludgeoning, Piercing, and Slashing
Gear *Keys to the House*
Senses Darkvision 60 ft., Passive Perception 16
Languages Common
CR 13 (XP 10,000; PB +5)

Traits

Regeneration. At the start of each of the Master's turns, it regains 5 Hit Points. When the Master takes Force damage, this trait doesn't function at the start of the Master's next turn. The Master dies only if it starts its turn with 0 Hit Points and this trait doesn't function.

Actions

Multiattack. The Master makes two Claw attacks.

Claw. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 16 (2d12 + 3) Slashing damage.

Reactions

No Escape. *Trigger:* A creature the Master can see moves through a door. *Response:* The Master creates a portal in the doorway, changing the destination of the door to any room in Duskmourn.

LOÏC CANAVAGGIA

CRAWLING CLAWS

Don't Feed the Hand that Bites You

Area: Boilerbilges; **Treasure:** None

Duskmourn's crawling claws aren't daydreams or nightmares like other manifestation, but instead a mutation of living tissue spawned from somewhere deep in the boilerbilges. They have a particular craving for the flesh of survivors and will hunt them. These hunting claws aren't often found in packs, instead preying on stragglers from survivor groups.

Crawling Claw

Tiny Undead, Neutral Evil

AC 12 **Initiative** +2 (12)
HP 2 (1d4)
Speed 20 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	14	+2	+2	**Con**	11	+0	+0
Int	5	–3	–3	**Wis**	10	+0	+0	**Cha**	4	–3	–3

Immunities Poison; Charmed, Deafened, Exhaustion, Frightened, Incapacitated, Poisoned
Senses Blindsight 120 ft. (Blinded beyond this radius), Passive Perception 10
Languages Understands Common but can't speak
CR 0 (XP 10; PB +2)

Actions

Feed. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Piercing damage, and the claw moves into the target's space and attaches to the target. While attached, the claw occupies the target's space and has Advantage on attack rolls against the target.

FAJAREKA SETIAWAN

CULTISTS OF VALGAVOTH

Servants of the Moth

Area: All; **Treasure:** Arcana

The Cult of Valgavoth is a cabal of worshippers dedicated to promoting the glory of Valgavoth. Cultists wear long robes shaped like moth's wings. According to the cult, Valgavoth's fear-eating is a blessing: by devouring your fear, he can cleanse you of that fear and grant you protection from it. True paradise will only exist when Valgavoth has devoured all fear in existence, creating a world where all are safe. They call this the Gift of the Threshold. Believing themselves to be descendants of Valgavoth's original summoner, the cult views itself as the steward of the House, responsible for maintaining it and ensuring its smooth running.

RITUALS

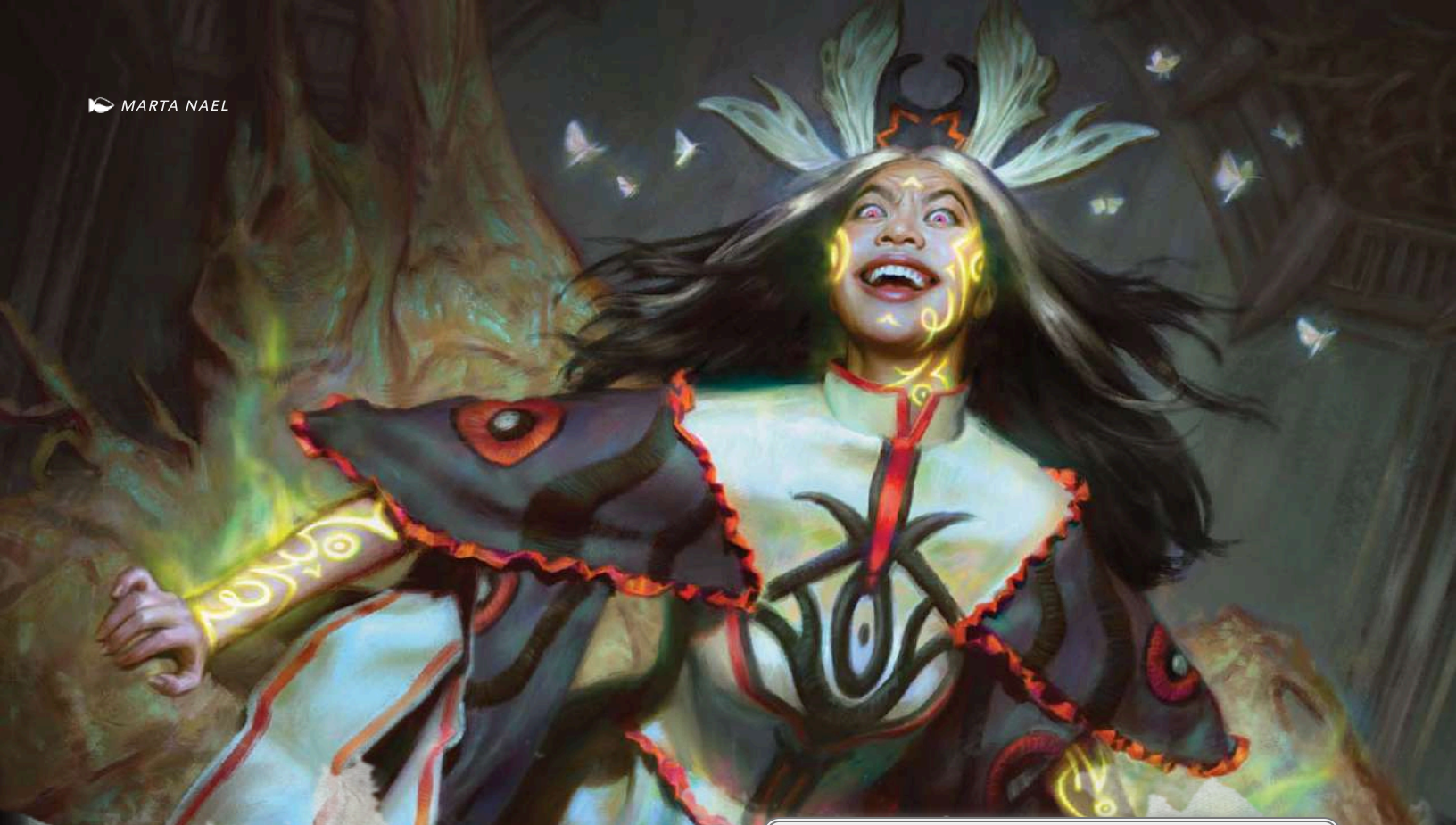
To achieve the Gift of the Threshold, cult members enter green- and brown-painted cocoons that grow from the walls of their altar room, allowing Valgavoth to feed from them directly. This ritual is known as the Rite of the Threshold. Cultists who display undue fear or weakness of faith can be assigned extra time in the Rite. Some cultists have given so much of themselves to Valgavoth this way that they've drifted out of touch with human emotions, becoming little more than empty husks, hollowed out of anything but a desire to serve. They also recognize the Rite of Four, a deal in which the demon trades a boon to anyone who offers him four lives.

RANKS

Attendants make up the bulk of the cult's members and are tasked with basic maintenance. They patch up cracks in the walls, exterminate pests, and repair architectural damage. Strictors enforce the cult's rules and schedule its rituals. Cocooniers are keepers of the cult's rites and beliefs, in charge of the actual running of all rituals. The cult is led by the seneschal Victor. He is the only person in the House who communicates directly with Valgavoth, and the only one who knows the path to Valgavoth's lair in the Below. The Imagora is the seneschal's inner circle of hand-picked advisors. They are charged with carrying out secret assignments that even the rest of the cult can't know about, sometimes occasionally even culling other cultists.

METHODS

The cult prefers to avoid outright violence, but they aren't against wielding brute force if it's needed to keep a survivor from fleeing. Coercion and deception are the cult's preferred methods of gaining membership out of survivors. Outwardly, the cult presents an appearance of welcome and safety. Many a survivor who stumbles upon their village is lured in by the promise of clean beds, safety, and friendly faces. It isn't until the survivor has been lulled into complacency that the cult then reveals its true face and presents the survivor with a choice: join of your own free will or be forced to.



MARTA NAEL

Cultist of Valgavoth

Medium Humanoid (Human), Lawful Evil

AC 12 **Initiative** +1 (11)
HP 9 (2d8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	12	+1	+1	**Con**	10	+0	+0
Int	10	+0	+0	**Wis**	11	+0	+0	**Cha**	10	+0	+0

Skills Deception +2
Gear Robes, Dagger, Mason's Tools
Senses Passive Perception 10
Languages Common, Infernal
CR 1/8 (XP 25; PB +2)

Actions

Ritual Dagger. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Piercing damage plus 1 Necrotic damage.

Faithful Sacrifice. The cultist drops to 0 Hit Points. A creature of the cultist's choice within 30 feet it regains Hit Points equal to the number of Hit Points the cultist lost.

Fanatic of Valgavoth

Medium Humanoid (Human), Lawful Evil

AC 13 **Initiative** +2 (12)
HP 44 (8d8 + 8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	14	+2	+2	**Con**	12	+1	+1
Int	10	+0	+0	**Wis**	14	+2	+4	**Cha**	13	+1	+1

Skills Deception +3, Persuasion +3
Gear Book (Valgavoth), Holy Symbol, Robes
Senses Passive Perception 12
Languages Common, Infernal
CR 2 (XP 450; PB +2)

Actions

Pact Blade. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage plus 3 (1d6) Necrotic damage.

Spellcasting (Cleric). The fanatic casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12):

At Will: *Mind Sliver*, *Thaumaturgy*
2/Day: *Bane*
1/Day: *Fear*

Bonus Action

Mothlight (Recharge 4–6). *Ranged Attack Roll:* +4, range 60 ft. *Hit:* 6 (1d8 + 2) Radiant damage. Until the start of the fanatic's next turn, the target sheds Dim Light in a 10-foot radius and attack rolls against the target have Advantage.

JOSU SOLANO

DEMONS

Fiendish Seekers of Vengeance

Area: Balemurk; **Treasure:** Arcana

Demons once existed in the Demon Realm, one of three distinct realms in the plane of Duskmourn. From there, they communed with humans in the Mortal Realm and made deals with them; in exchange, the human would not pass into the Spirit Realm after death, but instead serve as fuel for the demon's power and influence.

Valgavoth, a particularly powerful demon, was once imprisoned in a mortal house. Empowered by sacrifices, he was able to hunt mortals in the house until he could expand the house's borders in a ritual known as the Ascension; the House is now the entirety of the plane.

During the Ascension, the Mortal and Demon Realms became one. One of Valgavoth's first acts after the Ascension was killing most of the plane's other demons and breaking the rest, ensuring none could challenge his rule.

Those demons who have survived take vengeance on the House and continue to make pacts with survivors in hopes of one day deposing Valgavoth.

Demon

Large Fiend (Demon), Lawful Evil

AC 15 **Initiative** +2 (12)
HP 104 (11d10 + 44)
Speed 40 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	15	+2	+5	**Con**	18	+4	+4
Int	20	+5	+5	**Wis**	13	+1	+4	**Cha**	18	+4	+7

Resistances Bludgeoning, Piercing, and Slashing
Immunities Necrotic, Poison; Poisoned
Senses Darkvision 120 ft., Passive Perception 11
Languages Infernal, telepathy 120 ft.
CR 6 (XP 2,300; PB +3)

Traits

Devil's Sight. Magical Darkness doesn't impede the demon's Darkvision.

Magic Resistance. The demon has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The demon makes two Claw attacks.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage plus 3 (1d6) Necrotic damage.

Spellcasting. The demon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Detect Thoughts*
2/Day *Darkness*

DAVID ASTRUGA

DEVOURERS

You Are What You Eat

Area: Floodpits; **Treasure:** None

Devourers are living trees, but it is unknown if they were animated by Valgavoth's influence or were twisted from Treefolk once native to the plane. In either case, they are aggressive, terrifying monsters that hunt the living. They are so named for their ability to devour the dead with their roots, absorbing their essence and leaving a hollow face-shaped growth on the devourer's trunk for every corpse absorbed.

Devourer

Large Plant, Chaotic Evil

AC 17 **Initiative** +1 (11)
HP 171 (18d10 + 72)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	12	+1	+1	**Con**	18	+4	+8
Int	8	–1	–1	**Wis**	20	+5	+9	**Cha**	10	+0	+4

Skills Perception +9, Survival +9
Vulnerabilities Fire
Resistances Bludgeoning, Piercing
Senses Blindsight 30 ft., Passive Perception 19
Languages Understands Common but can't speak
CR 11 (XP 7,200; PB +4)

Traits

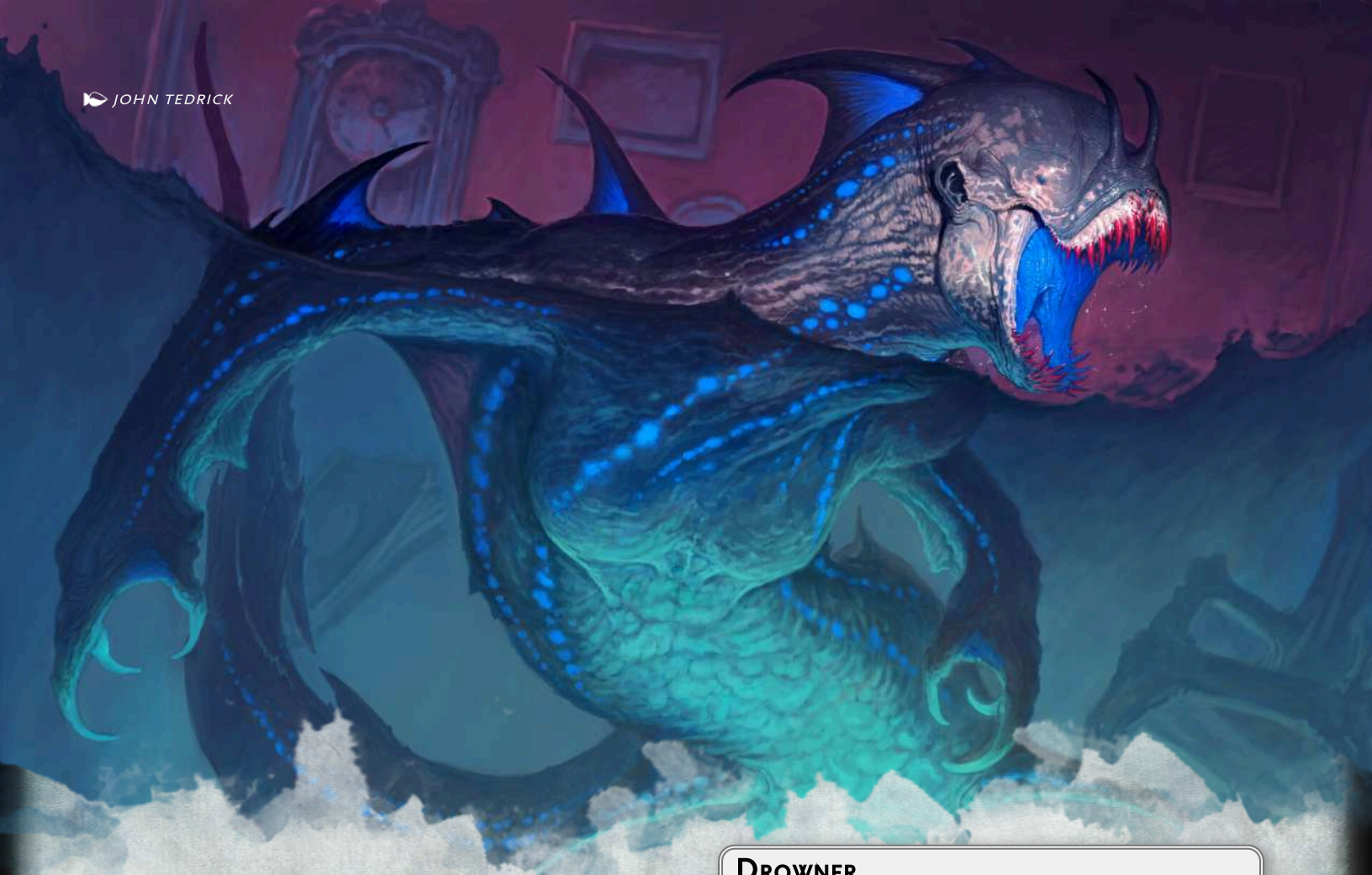
Plant Camouflage. The devourer has Advantage on Dexterity (Stealth) checks it makes in forest terrain.

Actions

Multiattack. The devourer makes two Branch attacks.

Branch. *Melee or Ranged Attack Roll:* +10, reach 20 ft. *Hit:* 25 (3d12 + 6) Bludgeoning damage, and the target has the Grappled condition (escape DC 18). While Grappled, the target also has the Restrained condition. The devourer has six branches, each of which can grapple one target.

Devour. The devourer consumes the corpse of one Medium or smaller creature within 20 feet and gains 10 Temporary Hit Points. A devoured target can be revived only by a *True Resurrection* or a *Wish* spell.



JOHN TEDRICK

DROWNERS

Part of Your World

Area: Floodpits; **Treasure:** Relics

Drowners are aquatic monsters with a roughly humanoid appearance from the waist up, and a fish tail from the waist down. They are in fact Duskmourn's mermaids, though whether they existed on the plane before the Ascension or were brought by one of the House's doors remains unknown. In either case, they have been corrupted by Valgavoth's influence. They have no eyes, razor=sharp teeth and claws, and disply a single-minded desire to drown and devour survivors that venture into the Floodpits.

Drowner

Medium Humanoid, Chaotic Evil

AC 13 **Initiative** +0 (10)
HP 45 (6d10 + 12)
Speed 10 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	10	+0	+0	**Con**	15	+2	+2
Int	8	–1	–1	**Wis**	10	+0	+0	**Cha**	9	–1	–1

Senses Blindsight 60 ft. (Blinded beyond this radius), Passive Perception 10
Languages Abyssal, Aquan
CR 2 (XP 450; PB +2)

Traits

Amphibious. The drowner can breathe air and water.

Actions

Multiattack. The drowner makes one Grasp attack and uses Submerge.

Grasp. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 20 (3d10 + 4) Slashing damage, and the target has the Grappled condition.

Submerge. The drowner moves up to half its Swim Speed without provoking Opportunity Attacks. At the end of this movement, the drowner can take the Hide action.

MAXIME MINARD

FLESH BURROWERS

Crawling in Your Skin

Area: Hauntwoods; **Treasure:** None

Flesh burrowers are tiny insects that live in the Hauntwoods and, as their name implies, burrow into the flesh of their victims. Symptoms of a burrower bite include fevers, chills, gangrene, subcutaneous writhing, and a growing urge to eat the flesh of the living.

Flesh Burrower

Tiny Beast, Unaligned

AC 14 **Initiative** +2 (12)
HP 2 (1d4)
Speed 20 ft., Burrow 5 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	4	–3	–3	**Dex**	14	+2	+2	**Con**	11	+0	+0
Int	2	–4	–4	**Wis**	8	–1	–1	**Cha**	2	–4	–4

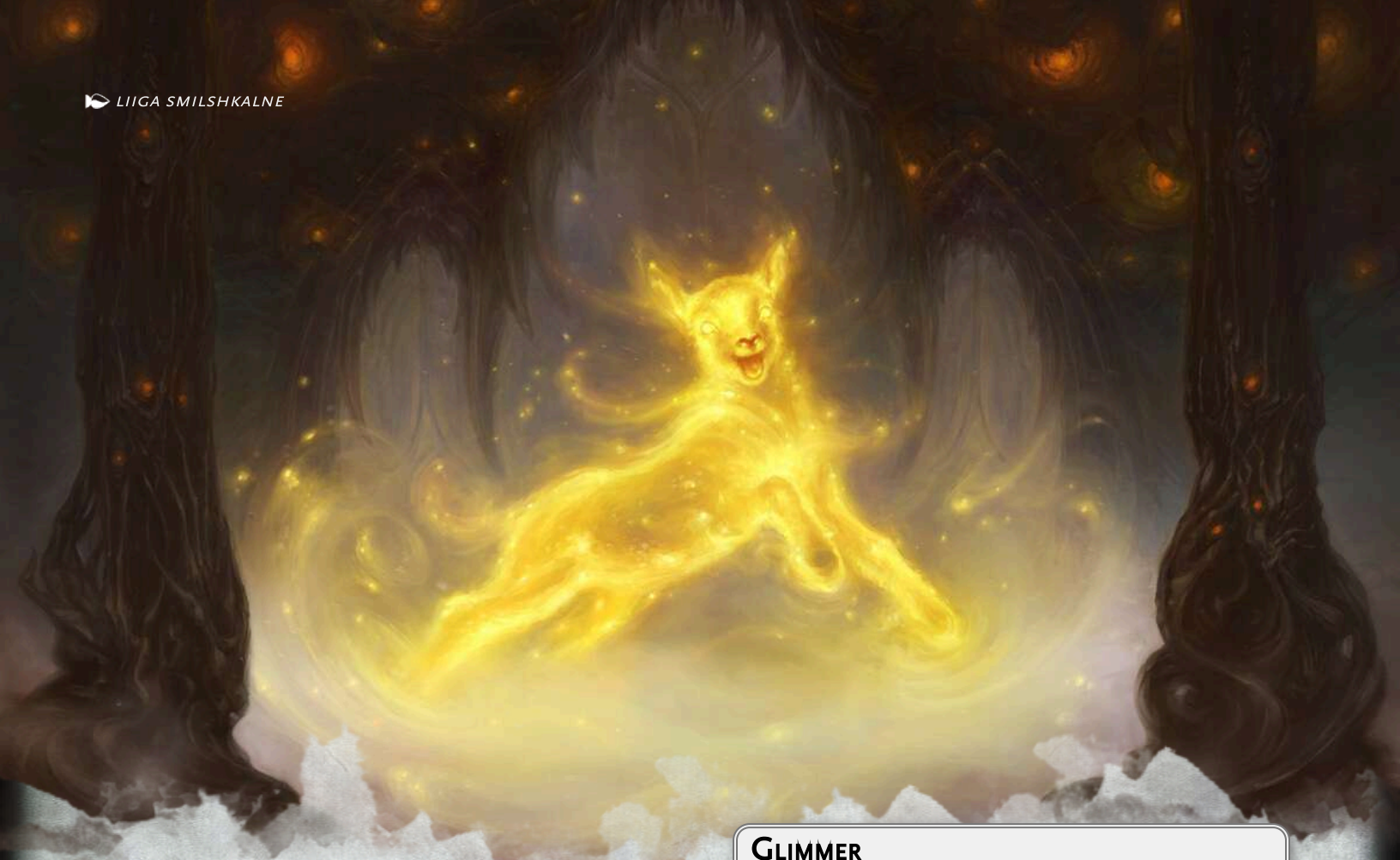
Skills Stealth +4
Senses Passive Perception 9
Languages None
CR 1/8 (XP 25; PB +2)

Traits

Spider Climb. The burrower can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Flesh Burrow. *Constitution Saving Throw:* DC 12, one creature the burrower can see within 5 feet. *Failure:* 4 (1d4 + 4) Piercing damage, and the burrower burrows into the target until the burrower takes a Bonus Action to emerge. Until the burrower emerges, the target has the Charmed and Poisoned conditions. While burrowed, the burrower has Total Cover and the Blinded, Deafened, Incapacitated, and Restrained conditions. Whenever the target takes Fire damage, it can repeat the Constitution saving throw; the burrower emerges on a success.



LIIGA SMILSHKALNE

GLIMMERS

Expectant Protectors

Area: All; **Treasure:** None

Glimmars are manifestations of the hopes and persistence of Duskmourn's survivors. The physical manifestation of psychic phenomena, they take the form of treasured childhood objects, fondly remembered pets, friends, or other comforts that a survivor holds to prevent giving up. Glimmers offer magical protection against Valgavoth's insidious malice and help keep survivors from succumbing to the House's influence, even after the two are separated.

They can be extinguished when their companion loses hope or dies, and most long-term survivors of the house no longer have their glimmers.

Glimmer

Medium Celestial, Neutral Good

AC 15 **Initiative** +0 (10)
HP 32 (5d8 + 10)
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	11	+0	+0	**Con**	14	+2	+2
Int	10	+0	+0	**Wis**	10	+0	+0	**Cha**	16	+3	+3

Immunities Charmed, Frightened
Senses Passive Perception 10
Languages understands Common but doesn't speak
CR 1 (XP 200; PB +2)

Traits

Aura of Protection. The glimmer's allies in a 30-foot Emanation originating from the glimmer have Advantage on saving throws they make to avoid or end the Charmed or Frightened condition.

Illumination. The glimmer sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet.

Incorporeal Movement. The glimmer can move through other creatures and objects as if they were Difficult Terrain. If it ends its turn inside an object, it is shunted to the nearest unoccupied space and takes 5 (1d10) Force damage for every 5 feet traveled.

Actions

Glimmering Strike. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 13 (3d6 + 3) Radiant damage.

MIRANDA MEEKS

GLITCH GHOSTS

They're Here

Area: All; **Treasure:** None

Originally, Duskmourn was separated into three distinct realms: the Mortal Realm, the Realm of Demons, and the Realm of Spirits. Mortals who died in the Mortal Realm passed on to the Realm of Spirits as ghosts. After Valgavoth's Ascension and the transformation of the House, the Spirit Realm was pushed to the edges of the plane. The ghosts of those who died outside the House before Valgavoth's Ascension can only enter by squeezing through weak spots, entering through reflections or cracks in the walls. The effort of doing this corrupts the ghosts, producing a warped appearance that has earned them the name "glitch ghosts."

Glitch ghosts are trapped in the moment of emotion they experienced when they died. Sometimes a ghost will haunt a particular person or location they have an affinity for.

Glitch Ghost

Medium Undead, Chaotic Evil

AC 11 **Initiative** +1 (11)
HP 45 (10d8)
Speed 0 ft., Fly 40 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	7	–2	–2	**Dex**	13	+1	+1	**Con**	10	+0	+0
Int	10	+0	+0	**Wis**	12	+1	+1	**Cha**	17	+3	+3

Resistances Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing
Immunities Cold, Necrotic, Poison; Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft., Passive Perception 11
Languages The languages it knew in life
CR 4 (XP 1,100; PB +2)

Traits

Incorporeal Passage. The ghost can move through other creatures and objects as if they were Difficult Terrain. If it ends its turn inside an object, it is shunted to the nearest unoccupied space and takes 1d10 Force damage for every 5 feet traveled.

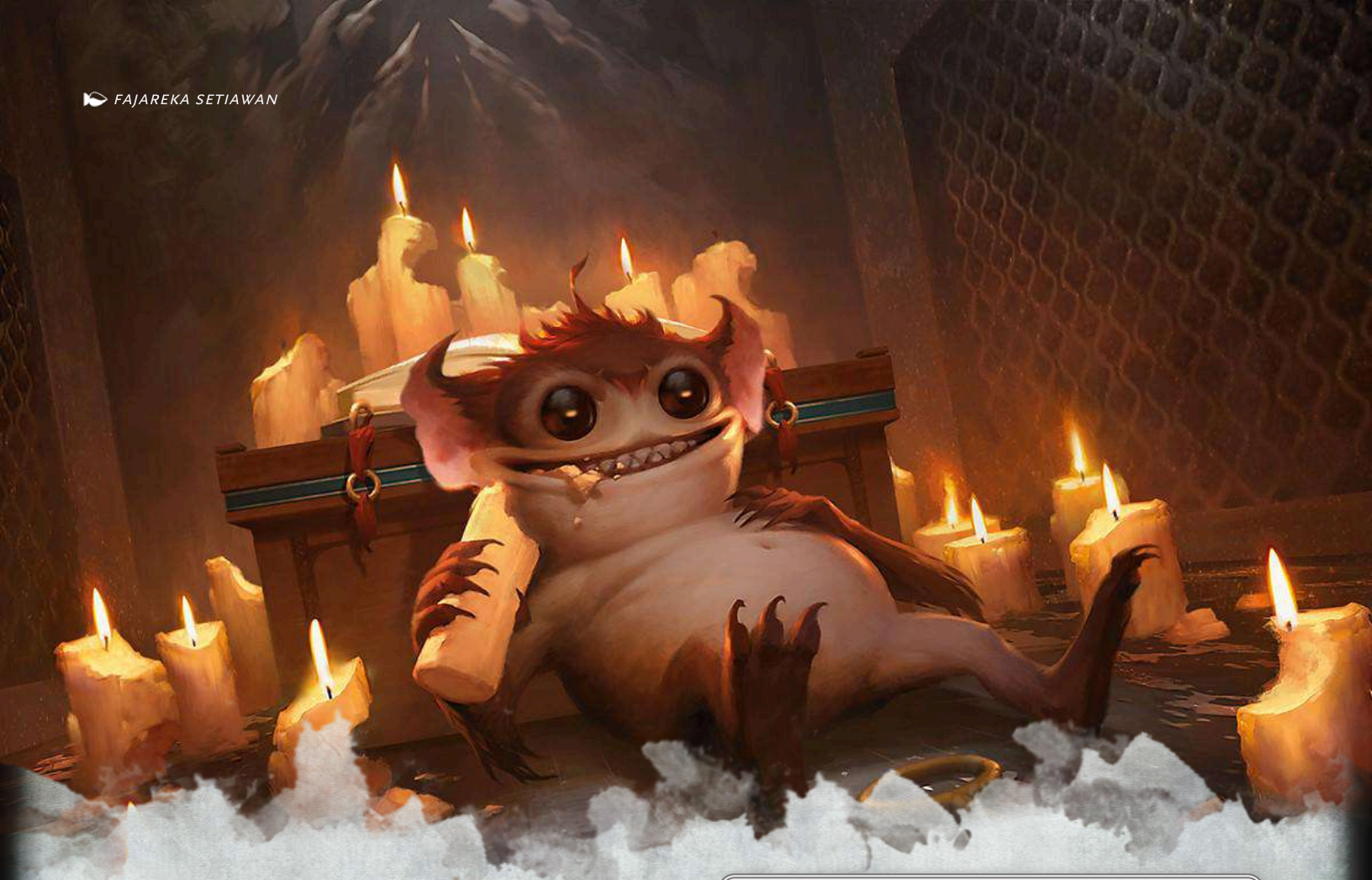
Actions

Static Touch. *Melee Attack Roll:* +5 to hit, reach 5 ft. *Hit:* 17 (4d6 + 3) Lightning damage.

Terrifying Visage. *Wisdom Saving Throw:* DC 13, each creature that isn't an Undead within 60 feet. *Failure:* The target has the Frightened condition until the start of the ghost's next turn.

Possession (Recharge 6). *Charisma Saving Throw:* DC 13, one creature within 5 feet. *Failure:* The ghost possesses the target until the target drops to 0 Hit Points, the ghost ends the possession as a Bonus Action, or the ghost is forced out by the *Dispel Evil and Good* spell or similar magic.

While the possession lasts, the ghost determines the target's behavior, occupies the target's space, and has Total Cover. When the possession ends, the ghost is shunted to the nearest unoccupied space.



FAJAREKA SETIAWAN

GREMLINS

Mischievous Midnight Menaces

Area: Boilerbilges; **Treasure:** Relics

Duskmourn's gremlins are chaotic beings who delight in mischief and pranks. They indiscriminately antagonize both survivors and other denizens of the House but can be partially tamed if treated with kindness.

Gremlin

Tiny Beast, Chaotic Neutral

AC 11 **Initiative** +1 (11)
HP 27 (6d4 + 12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	13	+1	+1	**Con**	14	+2	+2
Int	3	–4	–4	**Wis**	13	+1	+1	**Cha**	6	–2	–2

Skills Deception +0, Stealth +3
Resistances Fire
Senses Darkvision 60 ft., Passive Perception 11
Languages None
CR 1/2 (XP 100; PB +2)

Actions

Multiattack. The gremlin makes two attacks, using Siphoning Claws or Barbflare in any combination.

Siphoning Claws. *Dexterity Saving Throw:* DC 11, one creature or object the gremlin can see within 5 feet. *Failure:* 3 (1d4 + 1) Slashing damage. If the target is a magic item that isn't an Artifact, its magical properties don't work until the end of the gremlin's next turn.

Barbflare. *Melee Attack Roll:* +3, reach 10 ft. *Hit:* 3 (1d4 +1) Fire damage, and the target starts burning.

MIRKO FAILONI

MALEVOLENT CHANDELIERS

You Don't Want to Swing From It

Area: Mistmoors; **Treasure:** None

Malevolent chandeliers have been animated by Valgavoth's influence and given an inherent malevolence toward survivors. The bulbs that once provided light now burn with wicked flames, and the chandeliers uses them to hurl fire at any and all living creatures in its vicinity.

Malevolent Chandelier

Large Construct, Unaligned

AC 13 **Initiative** +2 (12)
HP 105 (14d10 + 28)
Speed 30 ft., Fly 30 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	15	+2	+2	**Con**	15	+2	+2
Int	3	–4	–4	**Wis**	5	–3	–3	**Cha**	1	–5	–5

Immunities Fire, Poison, Psychic; Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Gear 1d6 Candles
Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 7
Languages Understands Common but can't speak
CR 7 (XP 2,900; PB +3)

Traits

False Appearance. If the chandelier is motionless at the start of combat, it has Advantage on its Initiative roll.

Fiery Aura. At the end of each of the chandelier's turns, each creature in a 10-foot Emanation originating from the chandelier takes 7 (2d6) Fire damage. Creatures and flammable objects in the Emanation start burning.

Illumination. The chandelier sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet.

Actions

Multiattack. The chandelier makes three attacks, using Chain or Lamp in any combination.

Chain. *Dexterity Saving Throw:* DC 15, one creature within 15 feet. *Failure:* 13 (2d8 + 4) Bludgeoning damage, and the target is pulled into an unoccupied space within 5 feet of the chandelier.

Lamp. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 9 (2d4 + 4) Bludgeoning damage plus 13 (3d8) Fire damage.

Blazing Vortex (Recharge 5–6). *Constitution Saving Throw:* DC 14, each creature within 20 feet not behind Total Cover. *Failure:* 36 (8d8) Fire damage, and the target has the Blinded condition until the start of the chandelier's next turn.

MICHELE GIORGI

MOTHS

His Wings Enfold All

Area: All; **Treasure:** None

The moths that are the symbol of Valgavoth appear everywhere. Each moth has multiple eyespots on their wings, functioning as the eyes of the house. If you can see a moth, the house can see you.

Moth

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 1 (1d4 - 1)
Speed 5 ft., Fly 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	1	–5	–5	**Dex**	14	+2	+2	**Con**	8	–1	–1
Int	1	–5	–5	**Wis**	10	+0	+0	**Cha**	2	–4	–4

Skills Perception +2. Stealth +4
Senses Passive Perception 12
Languages None
CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 2 (1d4) Piercing damage.

Swarm of Moths

Medium Swarm of Tiny Beasts, Unaligned

AC 12 **Initiative** +2 (12)
HP 22 (5d8)
Speed 5 ft., Fly 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	3	–4	–4	**Dex**	14	+2	+2	**Con**	10	+0	+0
Int	1	–5	–5	**Wis**	7	–2	–2	**Cha**	1	–5	–5

Resistances Bludgeoning, Piercing, Slashing
Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Skills Perception +2. Stealth +4
Senses Passive Perception 12
Languages None
CR 1/2 (XP 100; PB +2)

Traits

Swarm. The swarm can end its turn another creature's space and vice versa, and the swarm can move through a space as narrow as 1 inch without spending extra movement to do so.

The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Bites. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 10 (4d4) Piercing damage, or 5 (2d4) Piercing damage if the swarm is Bloodied.

ORIANA MENENDEZ

NIGHTMARE FEARS

The Face of Your Fear

Area: All; **Treasure:** None

Nightmare fears are manifested embodiments of individual terrors and fears, spawned from survivors by the House because of Valgavoth's influence. All nightmares are individual and specific to the fear they symbolize; if multiple people have the same nightmare, the nightmare in question will increase proportionally in size and power. A person can be responsible for contributing to multiple separate nightmares.

Most nightmares are manifested subconsciously, but sometimes a cultist of Valgavoth will deliberately feed their fears to the House to birth a new nightmare. These nightmares are some of the most terrifying and warped, as the cultists have willingly opened up their repressed subconscious minds for the House to scour.

Nightmares are single-minded entities that only target those who created them. They don't aim to kill their victims, instead preferring to cause the person to relive the fear they embody. A person defeated by a nightmare is pulled into the nightmare's body, where they're forced to live through their fear endlessly. Each nightmare has a weakness specific to its core concept, and thus a different method of overcoming it.

Nightmare Fear

Medium Aberration, Chaotic Evil

AC 13 **Initiative** +3 (13)
HP 44 (8d8 + 8)
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	17	+3	+3	**Con**	13	+1	+1
Int	9	–1	–1	**Wis**	12	+1	+1	**Cha**	17	+3	+3

Immunities Psychic; Blinded, Charmed, Exhaustion, Frightened
Senses Blindsight 120 ft. (Blinded beyond this radius), Passive Perception 11
Languages Common
CR 5 (XP 1,800; PB +3)

Traits

Magic Resistance. The fear has Advantage on saving throws against spells and other magical effects.

Phobophage. At the start of its turn, the fear gains a number of Temporary Hit Points equal to 5 times the number of creatures that have the Frightened condition within 30 feet of the fear.

Actions

Multiattack. The fear makes two Phantasmal Strike attacks.

Phantasmal Strike. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 20/60 ft. *Hit:* 6 (1d6 + 3) Slashing damage plus 9 (2d8) Psychic damage. If this damage reduces the target to 0 Hit Points, the target is Stable but is absorbed by the fear until the fear is destroyed. An absorbed target has Total Cover from attacks and other effects originating outside the fear.

Project Fear (Recharge 5–6). *Wisdom Saving Throw:* DC 14, each creature within 20 feet. *Failure:* 11 (2d10) Psychic damage, and the target has the Frightened condition until the start of the fear's next turn. *Success:* Half damage only.

THE MINDSKINNER

The Mindskinner has a spider-like appearance with thirteen clawed feet lined with spikes, an eyeless face, and a large toothy maw that breathes out a blue mist filled with screaming faces, surrounding a metal arch that crowns its head like an unhallowed halo.

The Mindskinner is a nightmare fear that embodies the fear of the Razorkin. It's the first nightmare spawned from something within the House itself rather than a preexisting fear from before Valgavoth's ascension. Unlike other nightmares, which simply devour their victims, the Mindskinner is more insidious in its hunting tactics. When it latches onto its victim, it slices away the target's memories one by one until nothing remains but an all-encompassing fear that shines like a beacon and makes any chance of escape impossible. The only way to protect yourself is to have your glimmer nearby. This can help keep further memories from being sliced away, though it can't restore the ones already lost.

Mindskinner

Huge Aberration, Chaotic Evil

AC 16 **Initiative** +3 (13)
HP 115 (10d12 + 50)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	17	+3	+3	**Con**	21	+5	+5
Int	22	+6	+10	**Wis**	13	+1	+1	**Cha**	18	+4	+8

Skills Perception +5
Immunities Psychic; Blinded, Charmed, Exhaustion, Frightened
Senses Blindsight 120 ft. (Blinded beyond this radius), Passive Perception 15
Languages Common, Telepathy 120 ft.
CR 10 (XP 5,900; PB +4)

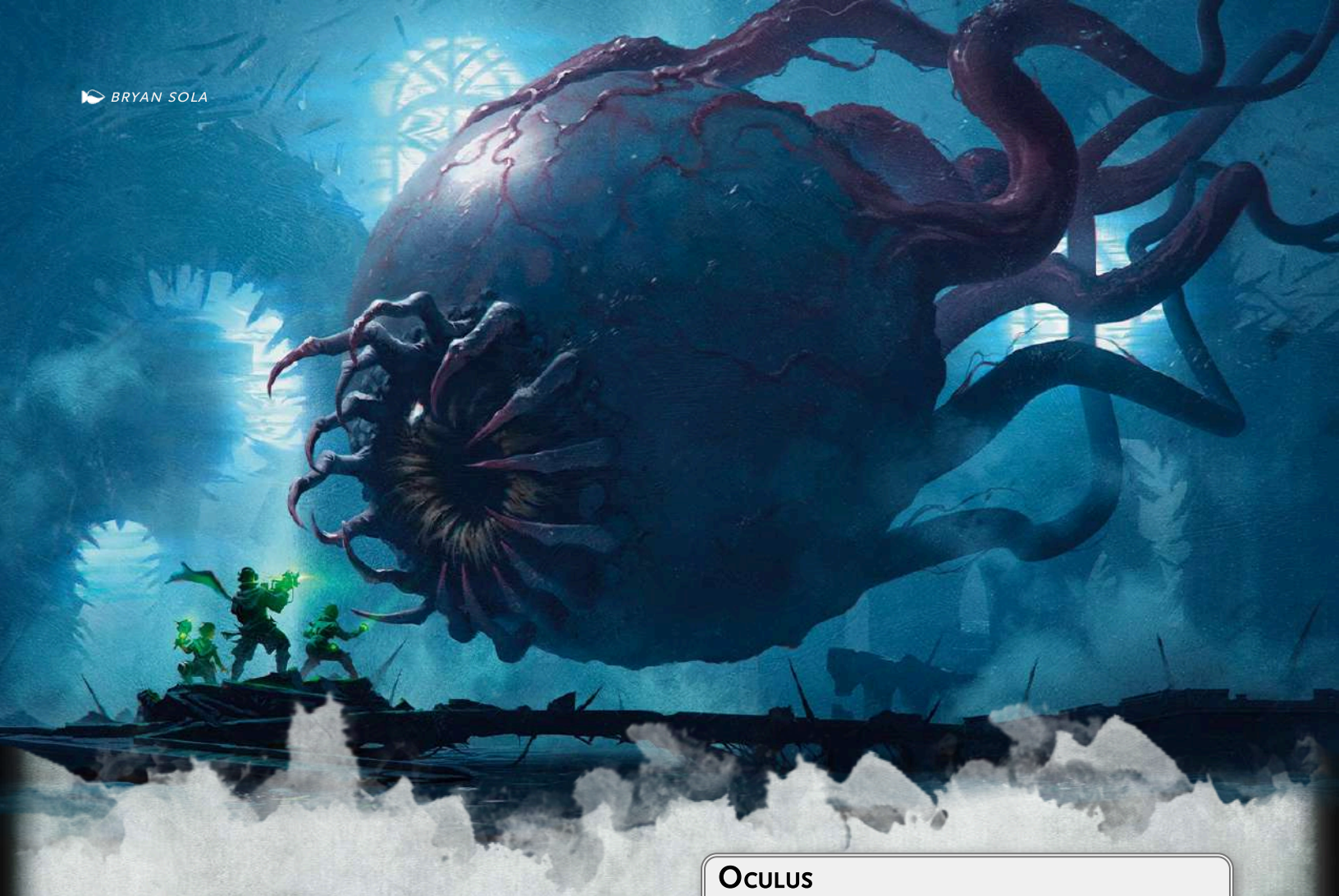
Actions

Multiattack. The Mindskinner makes two Claw attacks.

Claw. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 17 (4d6 + 3) Slashing damage plus 14 (4d6) Psychic damage, and the target has the Frightened condition until the end of the Mindskinner's next turn.

Spellcasting (Psionics). The Mindskinner casts one of the following spells, requiring no components and using Intelligence as the spellcasting ability (spell save DC 18):

At Will: *Detect Thoughts*, *Modify Memory* (level 9 version; eliminate memory only)



BRYAN SOLA

OCULI

The Eyes of Valgavoth

Area: Floodpits; **Treasure:** None

Valgavoth, the demon lord of the House, has eyes everywhere. Most often these eyes manifest as moths, but deep in the Floodpits are terrible, living eyes called Oculi (singular oculus). They are Valgavoth's spies, scouring the pits for survivors. When they find one, they will silently follow, hoping to find a survivor encampment. Once they are satisfied, they will attack relentlessly. Merely being spotted by an oculus will alert the rest of the House to the survivor's presence.

In their larval stage, oculi possess a bark-like husk that takes the shape of a spider, allowing them to crawl around. As they age, they grow in size; eventually, the oculus will burst from its husk with the innate ability of flight and hover around the Floodpits looking for victims.

Oculus

Huge Monstrosity, Chaotic Evil

AC 18 **Initiative** +2 (12)
HP 189 (18d12+72)
Speed 0 ft., Fly 40 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	14	+2	+2	**Con**	18	+4	+4
Int	12	+1	+1	**Wis**	17	+3	+8	**Cha**	17	+3	+8

Skills Perception +18
Immunities Prone
Senses Darkvision 120 ft., Passive Perception 28
Languages Understands Common and Infernal but can't speak
CR 13 (XP 10,000; PB +5)

Actions

Multiattack. The oculus makes two Bite attacks and uses Gaze of Dread.

Bite. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 42 (6d12 + 3) Piercing damage.

Gaze of Dread. *Wisdom Saving Throw:* DC 16, one creature the oculus can see within 120 feet. *Failure:* The target has the Frightened condition until the end of the oculus' next turn.

MAXIME MINARD

Oculus Peeper

Small Monstrosity, Chaotic Evil

AC 16 **Initiative** +1 (11)
HP 33 (6d8 + 6)
Speed 20 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	12	+1	+1	**Con**	13	+1	+1
Int	10	+0	+0	**Wis**	13	+1	+3	**Cha**	15	+2	+4

Skills Perception +5
Senses Darkvision 30 ft., Passive Perception 15
Languages Understands Common and Infernal but can't speak
CR 2 (XP 450; PB +2)

Traits

Spider Climb. The oculus can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Piercing damage.

Gaze of Dread. *Wisdom Saving Throw:* DC 16, one creature the oculus can see within 120 feet. *Failure:* The target has the Frightened condition until the end of the oculus' next turn.

Oculus Eye

Medium Monstrosity, Chaotic Evil

AC 17 **Initiative** +2 (12)
HP 127 (17d8+51)
Speed 0 ft., Fly 30 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	13	+1	+1	**Con**	15	+2	+2
Int	11	+0	+0	**Wis**	15	+2	+5	**Cha**	16	+3	+6

Skills Perception +8
Immunities Prone
Senses Darkvision 60 ft., Passive Perception 18
Languages Understands Common and Infernal but can't speak
CR 7 (XP 2,900; PB +3)

Actions

Multiattack. The oculus makes two Bite attacks and uses Gaze of Dread.

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d8 + 2) Piercing damage.

Gaze of Dread. *Wisdom Saving Throw:* DC 14, one creature the oculus can see within 120 feet. *Failure:* The target has the Frightened condition until the end of the oculus' next turn.

ANTONIO JOSÉ MANZANEDO

OMNIVOROUS FLYTRAPS

Mean, Green, Maneating Machine

Area: Hauntwoods; **Treasure:** None

In the Hauntwoods is the Greenhosue, a room beside a rickety gazebo that houses all manner of planters and potted plants, an amalgamation of every greenhouse found in human cities before the Ascension. Hiding among the plants here are flytraps that have been warped by the House to grow to enormous size and consume living flesh, especially that of hapless survivors. They have insatiable appetites, always hungering for more.

Omnivorous Flytrap

Large Plant, Unaligned

AC 15 **Initiative** +2 (12)
HP 136 (16d10 + 48)
Speed 0 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	15	+2	+2	**Con**	16	+3	+3
Int	1	–5	–5	**Wis**	10	+0	+0	**Cha**	5	–3	–3

Skills Stealth +5
Vulnerabilities Fire
Senses Blindsight 60 ft. (Blinded beyond this radius), Passive Perception 10
Languages None
CR 5 (XP 1,800; PB +3)

Traits

False Appearance. If the flytrap is motionless at the start of combat, it has Advantage on its Initiative roll.

Actions

Multiattack. The flytrap makes two Bite attacks. It can replace one of these attacks with a use of Digesting Grasp.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Piercing damage.

Digesting Grasp. *Dexterity Saving Throw:* DC 15, one creature within 5 feet. If the flytrap has the Invisible condition, the target has Disadvantage on the saving throw. *Failure:* The target has the Grappled condition. While Grappled, the target also has the Blinded and Restrained conditions, has Total Cover against attacks and other effects outside the flytrap, and takes 7 (1d6 + 4) Acid damage at the start of each of the flytrap's turns. The grapple ends early if the flytrap uses its Bite attack against another target.

BRIAN VALEZA

QUICKENED TOYS

You'll Wish it was Only Make Believe

Area: All; **Treasure:** Armaments

Quickened toys are previously inanimate objects that have gained sentience and an appetite for death thanks to Valgavoth's warping influence.

Quickened toys prefer to avoid confrontation directly. They most often come across their targets when they're picked up by someone who assumes they're harmless. They'll let themselves be carried around, waiting for the perfect moment when everyone in the group has dropped their guards before striking. Once that group is eliminated, they'll fall into a dormant state again to await the next unsuspecting survivor to pick them up.

The only way to defeat a quickened toy is to destroy it entirely. Because they lack any sort of physiological structure, normal methods of incapacitation aren't enough to stop one. If any parts are still intact, even just a single limb, those parts will continue to move and hunt.

Quickened Toy

Tiny Construct, Neutral Evil

AC 11
Initiative +0 (10)
HP 28 (8d4 + 8)
Speed 25 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	3	–4	–4	**Dex**	11	+0	+0	**Con**	13	+1	+1
Int	10	+0	+2	**Wis**	10	+0	+2	**Cha**	7	–2	+0

Immunities Poison; Blinded, Deafened, Exhaustion, Paralyzed, Petrified, Poisoned, Stunned, Unconscious
Senses Darkvision 30 ft., Passive Perception 10
Languages Common, Infernal
CR 2 (XP 450; PB +2)

Traits

False Appearance. If the toy is motionless at the start of combat, it has Advantage on its Initiative roll.

Regeneration. At the start of each of the toy's turns, it regains 5 Hit Points. When the toy takes Fire or Psychic damage, this trait doesn't function at the start of the toy's next turn. The toy is destroyed only if it starts its turn with 0 Hit Points and this trait doesn't function.

Actions

Multiattack. The toy makes one Pester attack and uses Psychic Assault.

Pester. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) damage of a type of the toy's choice: Bludgeoning, Piercing, or Slashing.

Psychic Assault. *Intelligence Saving Throw:* DC 12, one creature the toy can see within 10 feet. *Failure:* 11 (2d10) Psychic damage, and the target has the Frightened condition until the start of the toy's next turn.

DOMENICO CAVA

ATTACK-IN-THE-BOX

The attack-in-the-box is a a quickened toy that appears as a small box with a crank. If a hapless survivor winds the crack, an eerie tune plays. At the end of the tune the toy inside, often decorated as a clown, springs forth and attacks. The attack-in-the-box is also capable of winding the crack itself, which it does very quickly to surprise survivors. Once it grabs a survivor, it holds on, terrorizing them and reveling in their fright.

Attack-in-the-Box

Tiny Construct, Neutral Evil

AC 12
HP 58 (9d8 + 18)
Speed 15 ft.

Initiative +1 (11)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	12	+1	+1	**Con**	15	+2	+2
Int	10	+0	+2	**Wis**	13	+1	+1	**Cha**	7	–2	–2

Immunities Poison; Blinded, Deafened, Exhaustion, Paralyzed, Petrified, Poisoned, Stunned, Unconscious
Senses Darkvision 60 ft., Passive Perception 11
Languages Common, Infernal
CR 2 (XP 450; PB +2)

Traits

False Appearance. If the toy is motionless at the start of combat, it has Advantage on its Initiative roll.

Regeneration. At the start of each of the toy's turns, it regains 5 Hit Points. When the toy takes Fire or Psychic damage, this trait doesn't function at the start of the toy's next turn. The toy is destroyed only if it starts its turn with 0 Hit Points and this trait doesn't function.

Actions

Grab. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage. If the target is Medium or smaller, it has the Grappled condition (escape DC 13). While Grappled, the target also has the Frightened conditon.

SKITTERSPIKE

The skitterspike is a quickened toy that consists of a dolls head within a small bird cage, affixed with mechanical spider legs. It skitters and behaves like a spider, crawling along walls and ceilings. As it approaches from the shadows, it laughs with a menacing giggle, hoping to strike terror in its victims.

Skitterspike

Tiny Construct, Neutral Evil

AC 11
HP 28 (8d4 + 8)
Speed 25 ft.

Initiative +0 (10)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	3	–4	–4	**Dex**	11	+0	+0	**Con**	13	+1	+1
Int	10	+0	+2	**Wis**	10	+0	+2	**Cha**	7	–2	+0

Immunities Poison; Blinded, Deafened, Exhaustion, Paralyzed, Petrified, Poisoned, Stunned, Unconscious
Senses Darkvision 30 ft., Passive Perception 10
Languages Common, Infernal
CR 2 (XP 450; PB +2)

Traits

False Appearance. If the toy is motionless at the start of combat, it has Advantage on its Initiative roll.

Regeneration. At the start of each of the toy's turns, it regains 5 Hit Points. When the toy takes Fire or Psychic damage, this trait doesn't function at the start of the toy's next turn. The toy is destroyed only if it starts its turn with 0 Hit Points and this trait doesn't function.

Spider Climb. The toy can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Multiattack. The toy makes one Rend attack and uses Giggle.

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Slashing damage.

Giggle. *Wisdom Saving Throw:* DC 12, each creature that doesn't have the Deafened condition within 60 feet. *Failure:* 5 (1d10) Psychic damage, and the target has the Frightened condition until the start of the toy's next turn.

DAVID SZABO

RAZORKIN

Do You Want to Play a Game?

Area: Balemurk, Boilerbilges, Mistomoors; **Treasure:** Armaments

Razorkin are former survivors who now hunt the remaining survivors for their amusement. They thrive on pain and suffering, deriving pleasure from subjecting their victims to elaborate, punishing maze traps or inventing new ways of keeping victims alive and in constant agony. When they can't find survivors to torture, they will turn on each other, or themselves, to satisfy their cravings. Though razorkin don't function as a cohesive group, most of them will listen to the directives of the Lord of Pain.

Razorkin

Medium Humanoid, Chaotic Evil

AC 13 **Initiative** +1 (11)
HP 26 (4d8 + 8)
Speed 35 ft., Climb 25 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+5	**Dex**	13	+1	+1	**Con**	14	+2	+5
Int	10	+0	+0	**Wis**	8	–1	–1	**Cha**	12	+1	+1

Skills Athletics +5, Perception +2
Gear Chain Mail
Senses Passive Perception 12
Languages Common
CR 1 (XP 200; PB +2)

Traits

Blood Frenzy. The razorkin has Advantage on attack rolls against any creature that doesn't have all its Hit Points.

Actions

Multiattack. The razorkin makes two Hack and Slash attacks. It can replace one of these attacks with a use of Ripchain.

Erratic Flamethrower (Recharge 4–6). *Dexterity Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 9 (2d8) Fire damage. *Success:* Half damage.

Hack and Slash. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage.

Ripchain. *Dexterity Saving Throw:* DC 13, one creature the razorkin can see within 10 feet. *Failure:* 5 (1d4 + 3) Piercing damage, and the target is pulled up to 5 feet closer to the razorkin if the target is Large or smaller.

DARREN TAN

KILLER CLOWNS

In recent times, a former survivor called City defected to the Cult of Valgavoth, betraying the former Safe Zone in the Mistmoors known as the Carnival. Since his betrayal, the Carnival has been taken over by Wickerfolk and the Razorkin. In partcular, some Razorkin have styled themselves after the Carnival's former clowns; instead of bringing joy, these clowns bring pain and death to any who venture into the Carnvial.

Killer Clown

Medium Humanoid, Chaotic Evil

AC 13
HP 58 (9d8 + 18)
Speed 30 ft.

Initiative +3 (13)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	16	+3	+3	**Con**	14	+2	+5
Int	11	+0	+0	**Wis**	10	+0	+0	**Cha**	16	+3	+3

Skills Acrobatics +5, Performance +5, Sleight of Hand +5
Senses Passive Perception 10
Languages Common
CR 2 (XP 450; PB +2)

Traits

Last Laugh. When the clown drops to 0 Hit Points, it pops like a balloon. *Dexterity Saving Throw:* DC 12, each creature within 5 feet of the clown when it pops. *Failure:* 10 (3d6) Force damage. *Success:* Half damage.

Squeakers. The clown wears shoes that squeak when it walks. The squeaking can be heard out to a range of 30 feet.

Actions

Multiattack. The clown makes two Rend attacks.

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage.

Spellcasting (Warlock). The clown casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *Hideous Laughter*, *Mage Hand*, *Prestidigitaion*
1/Day Each: *Color Spray*, *Disguise Self*, *Fear*, *Mirror Image*, *Spider Climb*

JOLLY BALLOON MAN

The Jolly Ballon Man is a particularly demented Razorkin clown. His skin is pallid and grayish, he has some tufts of red hair on his head, and he wears bright white-striped red pants, a razorblade harness, and a white mask with giant spikes.

He considers himself an artist, taking the time and care to remove the skin of his victims' heads without damaging their features, all to make timeless balloon mementos of his kills. The Jolly Balloon Man's finest work so far was when he exterminated an entire survivor group, one at a time, and placed the balloon head of each previous victim in a choice location where the dwindling survivor group would be sure to stumble upon it, thus heightening the survivors' anticipation of their upcoming deaths.

Jolly Balloon Man

Medium Humanoid, Chaotic Evil

AC 17
Initiative +3 (13)
HP 78 (12d8 + 24)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	18	+4	+4	**Con**	14	+2	+2
Int	13	+1	+1	**Wis**	10	+0	+0	**Cha**	12	+1	+1

Skills Acrobatics +7, Perception +3, Stealth +10
Senses Passive Perception 13
Languages Common
CR 6 (XP 2,300; PB +3)

Traits

Spiked Armor. A creature that hits the Jolly Balloon Man with a melee attack or that starts its turn in a grapple with the Jolly Balloon Man takes 2 (1d4) Piercing damage.

Actions

Multiattack. The Jolly Balloon Man makes three attacks, using Claw or Balloon Toss in any combination.

Claw. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 8 (1d8 + 4) Piercing damage plus 7 (2d6) Psychic damage.

Balloon Toss. *Dexterity Saving Throw:* DC 15, one creature within 60 feet. *Failure:* 7 (2d6) Force damage plus 7 (2d6) Psychic damage, and the target has the Frightened condition until the start of the Jolly Balloon Man's next turn. *Success:* Half damage only.

GREG STAPLES

THE LORD OF PAIN

The Lord of Pain was the first Razorkin, and is devoted to the discovery of new sensations of pain. He exists only in the screens throughout the House.

Countless years ago, in his quest for ever-increasing pain, the Lord of Pain managed to catch a cellarspawn and extract its essence to inject into himself, hoping that infusing himself with pure fear would inflict an agony upon him that no one had ever felt before. Instead, he found that it wrenched his mind from his body and flung it into the screens of the House. One of the screens overlooked a survivor's painful death, and as the Lord of Pain watched, he realized that he could feel every moment of pain and agony as if he were experiencing it for the first time. From that moment on, he gleefully abandoned his mortal body to live exclusively within the House's screens, watching and savoring every moment of torture he could find.

Somewhere within the Razor Mazes is a room where his body is stashed. Many survivors believe that if they can find it and destroy it, that will be the end of him, a rumor that the Lord of Pain actively encourages because it means more survivors will willingly enter the Razor Mazes — where hordes of Razorkin eagerly lie in wait.

PAINFUL STATISTICS

The Lord of Pain is disembodied and can't be defeated by conventional means. His body is located somewhere in the Boilerbilges, so he can't be the target of most spells. Divination magic might be able to reveal the location of his body.

The Lord of Pain can see, hear, and speak through a screen in the house as though he were in its space. As an action, he can transfer his consciousness to any other screen in the house. Each screen is an object with the following statistics: **AC** 14; **HP** 20; **Immunity** to Poison and Psychic damage. Destroying a screen doesn't harm the Lord of Pain but prevents him from using that screen.

MICHELE GIORGI

REFLECTIONS

Area: Floodpits; **Treasure:** Implements

Reflections are mysterious shape-shifters that live in the Fractured Realm, a mirror world that exists inside the House's reflective surfaces like mirrors and water. It is most commonly accessed in the aptly named Mirror Room in the Floodpits.

In their true form, reflections have masks that imitate those of Beasties and wear cloaks that are decorated with dried moths, but it is unclear if these are merely reflections of things seen around the House. No one knows if the reflections are native inhabitants of the Fractured Realm, or merely another twisted manifestation of Valgavoth's demonic influence.

Reflections are nearly inscrutable; they appear to have no motives of their own. They only attack if attacked, and will mirror the movements and actions of those they stumble across.

Reflection

Medium Fey, Any Alignment

AC 12
HP 16 (3d8 + 3)
Speed 30 ft.

Initiative +2 (12)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	14	+2	+2	**Con**	13	+1	+1
Int	8	–1	–1	**Wis**	10	+0	+0	**Cha**	10	+0	+0

Skills Deception +4
Senses Darkvision 60 ft., Passive Perception 10
Languages Common
CR 1/2 (XP 100; PB +2)

Traits

Mirror Movement. The reflection can move along the surface of reflective or translucent objects, such as mirrors, without provoking Opportunity Attacks. It can move through translucent objects as if they were Difficult Terrain.

Actions

Reflect Visage. The reflection shape-shifts into a Small or Medium creature within 60 feet of the reflection, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying melds into its new form. It reverts to its true form if it dies.

Reactions

The reflection can take any number of Reactions per round but only one per turn.

Reflect Harm. *Trigger:* A creature attacks the reflection or targets the reflection with a spell or spell effect. *Response–Wisdom Saving Throw:* DC 13, the triggering creature. *Failure:* The effect of the attack or spell is reflected back at the triggering creature as though it originated from the reflection.

SLIME

Indescribable, Indestructible, Unstoppable

Area: All; **Treasure:** None

Throughout the House, survivors sometimes stumble upon giant cocoons, similar to those used by moths. Most of these cocoons are magical objects used by the Cult of Valgavoth for strange rituals. When one of these cocoons is left unattended for too long, it can change, becoming acidic over time and warped by Valvavoth's influence. The result is an autonomous ooze that spreads throughout the rooms eating everything in its path.

Slime

Small Ooze, Unaligned

AC 13 **Initiative** –4 (6)
HP 18 (4d6 + 4)
Speed 15 ft., Climb 15 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	3	–4	–4	**Con**	13	+1	+1
Int	1	–5	–5	**Wis**	6	–2	–2	**Cha**	1	–5	–5

Skills Stealth +0
Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone
Senses Blindsight 60 ft. (Blinded beyond this radius), Passive Perception 8
Languages None
CR 1/4 (XP 50; PB +2)

Traits

Compression. The slime can move through a space as narrow as 1 inch without spending extra movement to do so.

Corrosive Form. A creature that hits the slime with a melee attack or that starts its turn in a grapple with the slime takes 2 (1d4) Acid damage.

Spider Climb. The slime can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Psuedopod. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Acid damage and the target takes a –1 penalty to their AC until the end of the slime's next turn.

JOHN TEDRICK

SHRIEKERS

Screams in the Night

Area: Hauntwoods; **Treasure:** None

The shrieker is a chimera of animals that were native to the now consumed Rotrue Wood. They have the features of leapords, gazelle, racoons, and even reptiles. They have been twisted by Valgavoth's influence, and now hunt survivors and other monsters in the Hauntwoods. They are so named because of the terrifying shriek they emit before they pounce on their prey.

Shrieker

Large Monstrosity, Unaligned

AC 14 **Initiative** +0 (10)
HP 114 (12d10 + 48)
Speed 30 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	11	+0	+0	**Con**	19	+4	+4
Int	3	–4	–4	**Wis**	14	+2	+2	**Cha**	7	–2	–2

Skills Perception +8
Senses Darkvision 60 ft., Passive Perception 18
Languages None
CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The shrieker makes two Horns attacks and uses Pounce. If its Shriek is available, it can use Shriek in place of one Horn attack.

Horns. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 10 (1d12 + 4) Bludgeoning damage. If the shrieker moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 3 (1d6) Bludgeoning damage and has the Prone condition.

Pounce. *Dexterity Saving Throw:* DC 15, one creature within 5 feet that has the Prone condition. *Failure:* 11 (2d6 + 4) Piercing damage.

Shriek (Recharge 5–6). *Wisdom Saving Throw:* DC 15, each creature within 10 feet that doesn't have the Deafened condition. *Failure:* 31 (7d8) Thunder damage, and the target has the Frightened condition until the end of its next turn. *Success:* Half damage only.

JOHN TEDRICK

SKULLCRABS

Carnivorous Crustaceans

Area: Floodpits, Mistmoors; **Treasure:** None

Skullcrabs appear as giant crabs with humanoid skulls emblazoned on their face. They are clearly twisted creatures made by Valgavoth's influence on the House, most likely from the plane's original crabs. With no beaches or shores left on Duskmourn, the skullcrabs hunt in the Floodpits and Mistmoors, looking for hapless survivors to devour.

Skullcrab

Medium Undead, Unaligned

AC 15 **Initiative** +1 (11)
HP 13 (3d8)
Speed 30 ft., Burrow 25 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	13	+1	+1	**Con**	11	+0	+0
Int	1	–5	–5	**Wis**	9	–1	–1	**Cha**	3	–4	–4

Vulnerabilities Bludgeoning
Immunities Poison; Exhaustion, Poisoned
Skills Stealth +3
Senses Blindsight 30 ft., Passive Perception 9
Languages None
CR 1/8 (XP 25; PB +2)

Traits

Scrabbler. The crab can use its Burrow speed through Duskmourn's floors, walls, and ceilings.

Actions

Claw. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Bludgeoning damage. If the target is Medium or smaller, it has the Grappled condition (escape DC 11). The crab has two claws, each of which can grapple one target.

SPINDRELLS

All That Remains

Area: Balemurk, Boilerbilges, Hauntwoods; **Treasure:** None

Cellarspawn harvest fear from survivors, often causing enough fear to make the heart burst. People harvested this way are reduced to floating spinal columns called spindrells, stripped-down psychic remnants of the victim that retain only a base level of consciousness, steeped permanently in terror. Destroying a spindrell causes the trapped spirit to be released; but this may in turn create a **glitch ghost**.

Spindrell

Tiny Undead, Any Alignment

AC 16 **Initiative** +4 (14)
HP 22 (9d4)
Speed 0 ft., Fly 50 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	1	–5	–5	**Dex**	15	+2	+2	**Con**	10	+0	+0
Int	10	+0	+0	**Wis**	14	+2	+2	**Cha**	10	+0	+0

Vulnerabilities Bludgeoning
Resistances Piercing, Slashing
Immunities Poison, Necrotic; Exhaustion, Paralyzed, Poisoned, Prone
Senses Darkvision 120 ft., Passive Perception 12
Languages The languages it knew in life
CR 2 (XP 450; PB +2)

Actions

Psychic Scream. *Wisdom Saving Throw:* DC 12, each creature within 30 ft. *Failure:* 7 (2d6) Psychic damage, and the target has the Frightened condition until the start of the spindrell's next turn.

TYLER WALPOLE

SUSPICIOUS BOOKCASES

Knowledge is Terror

Area: Floodpits, Mistmoors; **Treasure:** None

Suspicious bookcases were once inanimate shelves of books, now given nefarious intent by Valgavoth. They are mostly found in the Floodpits and Mistmoors among the remnants of libraries, remaining still and blending in until survivors wanted too close or attempt to take a book.

These bookcases are often pressed up against the House's walls, and this allows them to often act as entrways for **glitch ghosts** who enter the House from the Spirit Realm, which has been pushed to the edges of the plane. The bookcases don't command these ghosts, but like everything in Duskmourn, they exist only to cause fear and hunt the living.

Suspicious Bookcase

Large Construct, Unaligned

AC 14 **Initiative** –1 (9)
HP 45 (6d10 + 12)
Speed 0 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	8	–1	–1	**Con**	14	+2	+2
Int	2	–4	–4	**Wis**	12	+1	+1	**Cha**	4	–3	–3

Immunities Poison, Psychic; all conditions but Invisible
Gear 1d6 Books
Senses Blindsight 30 ft., Passive Perception 7
Languages None
CR 1 (XP 200; PB +2)

Traits

False Appearance. If the bookcase is motionless at the start of combat, it has Advantage on its Initiative roll.

Actions

Multiattack. The bookcase makes three Spew Book attacks.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 11 (2d8 + 2) Piercing damage, and the target has the Grappled condition (escape DC 12). While Grappled, the target also has the Restrained condition.

Spew Book. *Dexterity Saving Throw:* DC 12, one creature within 60 ft. *Failure:* 4 (1d4 + 2) Bludgeoning damage.

Summon Ghost (1/Day). The bookcase summons a **Glitch Ghost**, which appears in an unoccupied space within 5 feet.

LAUREN K. CANNON

UNSETTLING TWINS

Come Play with Us

Area: Mistmoors; **Treasure:** Implements

The twins are a pair of seemingly immortal children who roam the House. Survivors know to ignore them and get as far away as possible; the kids have a strange relationship with the House's cellarspawn and will often lead unwitting survivors to their doom.

Unsettling Twin

Small Humanoid (Human), Chaotic Evil

AC 12
HP 22 (5d6 + 5)
Speed 30 ft.

Initiative +2 (12)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	−2	−2	**Dex**	14	+2	+2	**Con**	13	+1	+1
Int	10	+0	+0	**Wis**	9	−1	−1	**Cha**	10	+0	+0

Skills Deception +4, Stealth +4
Immunities Frightened
Senses Passive Perception 12
Languages Common
CR 2 (XP 450; PB +2)

Traits

Twin Bond. While both Unsettling Twins are alive and on the same plane of existence, each twin knows the other's location and emotions.

Actions

Multiattack. The twin makes one Grab attack and uses Giggle, if available.

Grab. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* The target has the Grappled condition (escape DC 12). While Grappled, the target takes 11 (2d10) Psychic damage at the start of each of its turns.

Giggle (Recharge 5–6). *Wisdom Saving Throw:* DC 11, each creature within 30 feet that doesn't have the Deafened condition. *Failure:* 5 (2d4) Psychic damage and the target has the Frightened condition until the start of the twin's next turn.

TYLER WALPOLE

URSINE MONSTROSITIES

Double the Trouble

Area: Mistmoors, Hauntwoods; **Treasure:** None

The original bears of the plane have been twisted by Valgavoth's demonic influence into these terrible twin monstrosities, an amalgam of two bears eternally caught in a painful struggle for dominance. They will lash out aggressively at any survivor who gets too close.

Ursine Monstrosity

Large Monstrosity, Unaligned

AC 12
Initiative +0 (10)
HP 42 (5d10 + 15)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+5	**Dex**	10	+0	+0	**Con**	16	+3	+3
Int	2	–4	–4	**Wis**	13	+1	+1	**Cha**	7	–2	–2

Skills Perception +5
Senses Darkvision 60 ft., Passive Perception 15
Languages None
CR 2 (XP 450; PB +2)

Traits

Multiheaded. The monstrosity has Advantage on its Initiative roll, and it has Advantage on saving throws it makes to avoid the Unconscious condition.

Actions

Multiattack. The monstrosity makes two Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 10 (1d10 + 5) Slashing damage.

VALGAVOTH

He is the House, He is Duskmour

Area: All; **Treasure:** Arcana

Valgavoth, called the Devouring Father by his cult, is the extremely powerful elder moth demon who rules over Duskmourn. His massive head holds faceted eyes, feathered antennae, and a mouth filled with teeth like broken needles and shards of glass. His spindly legs end in claws and his wings meld with the walls of the House. He can spew clouds of acidic white webbing and bleeds ichor and hemolymph.

Valgavoth was once imprisoned in the House, but through the actions of **Marina Vendrell** he was able to extend the House's borders until it subsumed the entire plane.

The Cult of Valgavoth is a group of survivors devoted to serving the demon, in hopes that he may cleanse the plane of fear and create a utopia for its inhabitants.

Valgavoth's personality is as malevolent and insatiable as his appearance suggests. He is the embodiment of fear and terror, driven by an unquenchable hunger for the dread and suffering of others. Despite his demonic nature, Valgavoth is not a mindless beast; he is a calculating and strategic entity. He carefully manipulates the House to maximize the fear it produces, ensuring that no one ever feels truly safe. His awareness of every individual within the House allows him to tailor his horrors to each person's deepest fears, making their suffering deeply personal and inescapable.

Valgavoth's cruelty is tempered by a twisted sense of artistry. He views the creation of fear as an art form, meticulously crafting scenarios that push his victims to the brink of madness. He is patient, willing to wait for the perfect moment to strike and unleash his horrors. This patience is complemented by his adaptability, as he can mold the House and its entities to counter any resistance or coping mechanisms that the survivors might develop.

Valgavoth

Large Fiend (Demon), Lawful Evil

AC 23 **Initiative** +4 (14)
HP 574 (28d20 + 280)
Speed 60 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	30	+10	+10	**Dex**	18	+4	+4	**Con**	29	+9	+18
Int	26	+8	+15	**Wis**	28	+9	+18	**Cha**	30	+10	+19

Skills Deception +19, Perception +18, Stealth +13
Immunities Bludgeoning, Necrotic, Piercing, Poison, Slashing; Blinded, Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Stunned
Senses Truesight 120 ft., Passive Perception 28
Languages Common, Infernal, Telepathy 120 ft.
CR 30 (XP 155,000; PB +9)

Traits

Discorporation. If Valgavoth is killed, his essence returns to his lair and is transferred to a cocoon that has Immunity to all damage. After 1d10 years, Valgavoth regains all his Hit Points and emerges from the cocoon.

Legendary Resistance (5/Day). If Valgavoth fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. Valgavoth can't be affected or detected by spells of level 6 or lower unless he wishes to be. He has Advantage on saving throws against all other spells and magical effects.

Actions

Multiattack. Valgavoth makes two Rend attacks and uses Consume Fear.

Rend. *Melee Weapon Attack:* +19, reach 10 ft. *Hit:* 23 (2d12 + 10) Force damage plus 11 (2d10) Psychic damage.

Consume Fear. *Wisdom Saving Throw:* DC 27, one creature within 120 feet. *Failure:* 23 (2d12 + 10) Psychic damage, and the target has the Frightened condition until the end of its next turn. Valgavoth gains Temporary Hit Points equal to the Psychic damage taken. *Success:* Half damage only.

Web Breath (Recharge 5–6).. *Dexterity Saving Throw:* DC 26, each creature in a 300-foot Cone. *Failure:* 71 (11d12) Acid damage, and the target has the Restrained condition until the web is destroyed (AC 17; HP 20; Vulnerability to Fire damage; Immunity to Poison and Psychic damage). *Success:* Half damage only.

Spellcasting. Valgavoth casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 27):

At will: *Detect Magic*, *Dispel Magic*, *Fear*
3/Day Each: *Geas* (level 7 version), *Simulacrum* (as an action)
1/Day Each: *Reverse Gravity*, *Time Stop*

Reactions

Valgavoth can take up to four Reactions per round but only one per turn.

Alter House. *Trigger:* A creature within 300 feet of Valgavoth takes the Dash, Disengage, or Hide action. *Response:* Valgavoth alters the terrain of the house. He can create or vanish doors, walls, pits, and furniture.

Alter Time. *Trigger:* A creature Valgavoth can see ends its turn. *Response:* Each creature Valgavoth can see rerolls Initiative.

Counterspell (Recharge 5–6). *Trigger:* A creature within 60 feet casts a spell. *Response:* Valgavoth casts *Counterspell* (spell save DC 23).

Rend Retaliation. *Trigger:* Valgavoth takes damage. *Response:* Valgavoth makes one Rend attack.

ANTONIO JOSÉ MANZANEDO

WATCHDOGS

The Goodest Boys

Area: All; **Treasure:** None

Valgavoth harbors a special loathing for dogs, whose mere presence provides a powerful antidote to the fear he craves. Most of Duskmourn's pets were transformed into Beasties during the Ascension, but many breeds of dog remained to defend their human companions. These watchdogs guard survivor encampments, and some survivors even equip their dogs with armor to give them a better fighting chance against the House and its denizens.

Watchdog

Medium Beast, Unaligned

AC 13
HP 11 (2d8 + 2)
Speed 40 ft.

Initiative +2 (12)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	15	+2	+2	**Con**	12	+1	+1
Int	3	–4	–4	**Wis**	12	+1	+1	**Cha**	6	–2	–2

Skills Perception +5, Stealth +4
Senses Passive Perception 15
Languages None
CR 1/4 (XP 50; PB +2)

Traits

Aura of Courage. The watchdog's allies in a 10-foot Emanation originating from the watchdog have Advantage on saving throws they make to avoid or end the Frightened condition.

Pack Tactics. The watchdog has Advantage on an attack roll against a creature if at least one of the watchdog's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. Hit: 7 (2d4 + 2) Piercing damage, and the target has the Prone condition if it is Large or smaller.

MATHIAS KOLLROS

WICKERFOLK

Silent Scarecrows

Area: Hauntwoods; **Treasure:** Implements

Wickerfolk are living constructs of wood that used to be humans and other survivors. In the early days of Valgavoth's Ascension, as awareness of the House's expansion across the plane grew, many people sought out ways to ward themselves against fear. A group of warlocks discovered a ritual to transform them into a form that would render them immutable, untouchable, and safe from horror forever. Their bodies were transformed into living wood — but their minds were left unable to experience sensations, driving them mad.

Spindly and strange, they look like constructs of wicker and bundled sticks, some decorated with flowers, mimicking hair or other ornamentation. They move stiffly and lack vocal folds, making them unable to speak.

Wickerfolk spend most of their time standing still and are frequently mistaken for lifeless wickerwork figurines or even trees. Wickerfolk often wait for a straggler to get close to them before infesting the person by sending slivers of leaves and branches into the victim's body through any gap they can to transform the person from both the inside and the outside. Some wickerfolk produce infectious spores from their bodies. Inhaling enough of the spores causes a person's joints to ossify and skin to harden, effectively petrifying them without killing them.

Wickerfolk

Medium Construct, Neutral Evil

AC 11
HP 36 (8d8)
Speed 30 ft.

Initiative +1 (11)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+5	**Dex**	10	+0	+0	**Con**	16	+3	+3
Int	2	–4	–4	**Wis**	13	+1	+1	**Cha**	7	–2	–2

Vulnerabilities Fire
Resistances Bludgeoning, Piercing, and Slashing from nonmagical attacks
Immunities Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Unconscious
Senses Darkvision 60 ft., Passive Perception 10
Languages Understands Common but can't speak
CR 1 (XP 200; PB +2)

Traits

False Appearance. If the wickerfolk is motionless at the start of combat, it has Advantage on its Initiative roll.

Actions

Multiattack. The wickerfolk makes two Claw attacks.

Claw. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) Slashing damage. If the target is Medium or smaller, it has the Grappled condition. While Grappled, the target also has the Restrained condition. This grappled ends early if the wickerfolk takes Fire damage. If the target is a Humanoid and this damage reduces it to 0 Hit Points, it dies and immediately returns to life as a **wickerfolk**.

Osseus Spores (1/Day). The wickerfolk casts *Flesh to Stone* (spell save DC 11).

SWARMWEAVER

The Swarmweaver is formed from gnarled branches and wicker strips, with long crooked arms and shambling root-like legs. His body sprouts several growths resembling a tree's crown, and his head is a cracked corpse-bee hive gaping open like a mouth lined with gums and teeth. From this maw spews a large swarm of corpse-bees.

While traveling through the Hauntwoods, an elvish scout accidentally disturbed a hive of corpse-bees. The elf tried to flee but it was too late: The corpse-bees had already burrowed into him. Desperate to escape the pain, the elf reached out and grabbed the nearest wickerfolk hand, ready to be transformed and rendered impervious to the corpse-bees — only to discover that the transformation had left his sense of feeling intact, and the bees were still inside of him. Now the wickerfolk known as the Swarmweaver roams the House, seeking other survivors for its swarm of corpse-bees to colonize, providing it with a reprieve from its constant infestation.

WICKERFOLK

Large Construct, Neutral Evil

AC 17 **Initiative** +1 (11)
HP 171 (18d10 + 72)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	23	+6	+6	**DEX**	12	+1	+1	**CON**	18	+4	+8
INT	2	–4	–4	**WIS**	13	+1	+5	**CHA**	7	–2	+3

Skills Perception +5
Vulnerabilities Fire
Resistances Bludgeoning, Piercing, and Slashing from nonmagical attacks
Immunities Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Unconscious
Senses Blindsight 120 ft. (Blinded beyond this radius), Passive Perception 15
Languages Understands Common but can't speak
CR 11 (XP 7,200; PB +4)

TRAITS

False Appearance. If the Swarmweaver is motionless at the start of combat, it has Advantage on its Initiative roll.

ACTIONS

Multiattack. The Swarmweaver makes two Claw attacks.

Claw. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 32 (4d12 + 6) Slashing damage.

Spellcasting. The Swarmweaver casts one of the following spells, using Constitution as the spellcasting ability (spell save DC 16).

At Will: *Giant Insect*, *Insect Plague*

Coming Soon
THE HOUSE

Rules and maps for the rooms and Hazards of the House, coming soon after the release of the new *Dungeon Master's Guide*!

Appendix C: Rules Glossary

Free Rules

This glossary presents rules that are referenced in this guide and not found in the *Player's Handbook* (2014), or have updated versions in the *2024 D&D Free Rules*. This is done in an effort to maintain compatibility and ease of use for all DMs using any version of 5th Edition Dungeons and Dragons.

Rules Definitions

The rules definitions are presented in alphabetical order.

Blindsight

If you have Blindsight, you can see within a specific range without relying on physical sight. Within that range, you can see anything that isn't behind Total Cover even if you have the Blinded condition or are in Darkness. Moreover, in that range you can see anything that has the Invisible condition

Bloodied

A creature is Bloodied while it has half its Hit Points or fewer remaining.

Burning [Hazard]

A burning creature or object takes 1d4 Fire damage at the start of each of its turns. As an action, you can extinguish fire causing burning on yourself by giving yourself the Prone condition and rolling on the ground. The fire also goes out if it is doused, submerged, or suffocated.

Burrow Speed

A creature that has a Burrow Speed can use that speed to move through sand, earth, mud, or ice. The creature can't burrow through solid rock unless the creature has a trait that allows it to do so.

JOHN TEDRICK

D20 Test

D20 Tests encompass the three main rolls of the game: ability checks, attack rolls, and saving throws. If something in the game affects D20 Tests, it affects all three of those rolls.

Darkvision

If you have Darkvision, you can see in Dim Light within a specified range as if it were Bright Light and in Darkness within that range as if it were Dim Light. You discern colors in that Darkness only as shades of grey.

Emanation [Area of Effect]

An Emanation is an area of effect that extends in straight lines from a creature or object in all directions. The effect that creates an Emanation specifies the distance it extends.

An Emanation moves with the creature or object that is its origin unless it is an instantaneous or stationary effect.

An Emanation's origin (creature or object) isn't included in the area of effect unless its creator decides otherwise.

Heroic Inspiration

If you have Heroic Inspiration, you can expend it to reroll any die immediately after rolling it, and you must use the new roll.

If you gain Heroic Inspiration but already have it, it's lost unless you give it to a player character who lacks it.

Magic [Action]

When you take the Magic action, you cast a spell that has a casting time of an action or use a feature or magic item that requires a Magic action to be activated.

If you cast a spell that has a casting time of 1 minute or longer, you must take the Magic action on each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot.

Origin Feat

Origin feats include Alert, Crafter, Healer, Lucky, Magic Initiate, Musician, Savage Attacker, Skilled, Tavern Brawler, and Tough.

Tremorsense

A creature with Tremorsense can pinpoint the location of creatures and moving objects within a specific range, provided that the creature with Tremorsense and anything it is detecting are both in contact with the same surface (such as the ground, a wall, or a ceiling) or the same liquid.

Tremorsense can't detect creatures or objects in the air, and it doesn't count as a form of sight.

Face Your Fears. All of Them.

Huge thank you to all of my supporters and my personal play group, and to James Wyatt for his work on the original *Plane Shift* supplements.

This supplement is 100% free fan content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

If you'd like to help support more Magic: the Gathering planes homebrewed into D&D, consider supporting me on Patreon, or buying me a coffee.

For use with the fifth edition *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*.

PS

PATREON.COM/PLANESHIFTED

GM BINDER

WWW.GMBINDER.COM